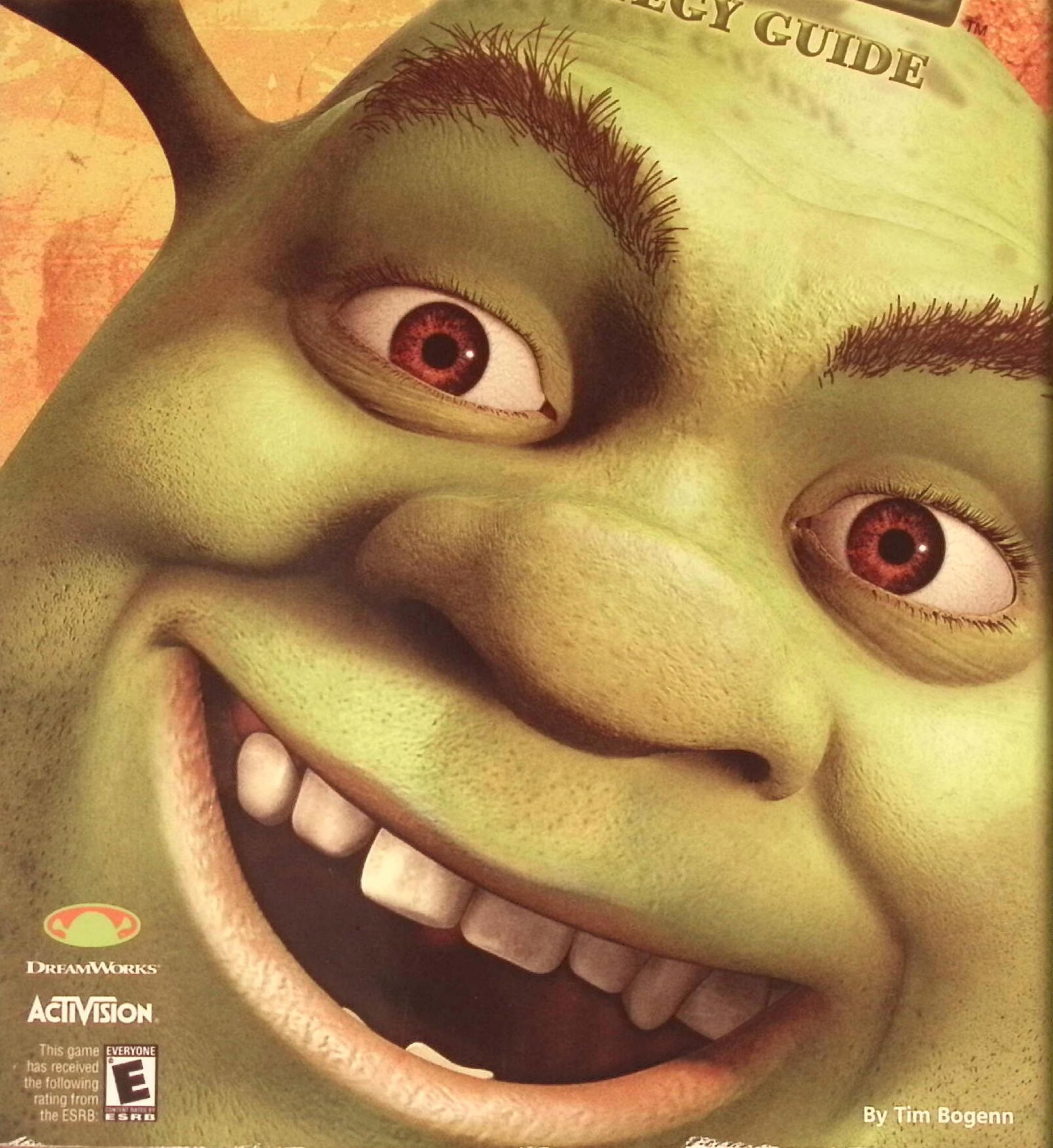


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SHREK 2

OFFICIAL STRATEGY GUIDE

By Tim Bogenn



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THE STORY

In the beautiful, all-too-perfect fairy tale land of Far Far Away, the King and Queen have received word that their long-lost daughter, Princess Fiona, has finally found her happily ever after. Delighted that their daughter has been freed from her ogreish curse, King Harold and Queen Lillian decide to throw a grand royal ball for Princess Fiona and her new prince charming.

Messengers are sent far and wide to find the royal couple and invite them home for the ball. Little do they realize, of course, that Princess Fiona's new husband is none other than the ugly ogre, Shrek, and that Princess Fiona has found "love's true form" as an ogress. She and Shrek are living blissfully in their own Ugly Ever After in Shrek's swamp.

Once they receive word, Shrek thinks it's a "really bad idea" and isn't too happy about facing the parents—and castle guards—who locked his wife in a dragon's tower. But Princess Fiona (along with Donkey) convinces Shrek it will be a good time, and together they depart for the far-out land of Far Far Away. And so, our twisted fairy tale adventure begins...



SHREK BASICS

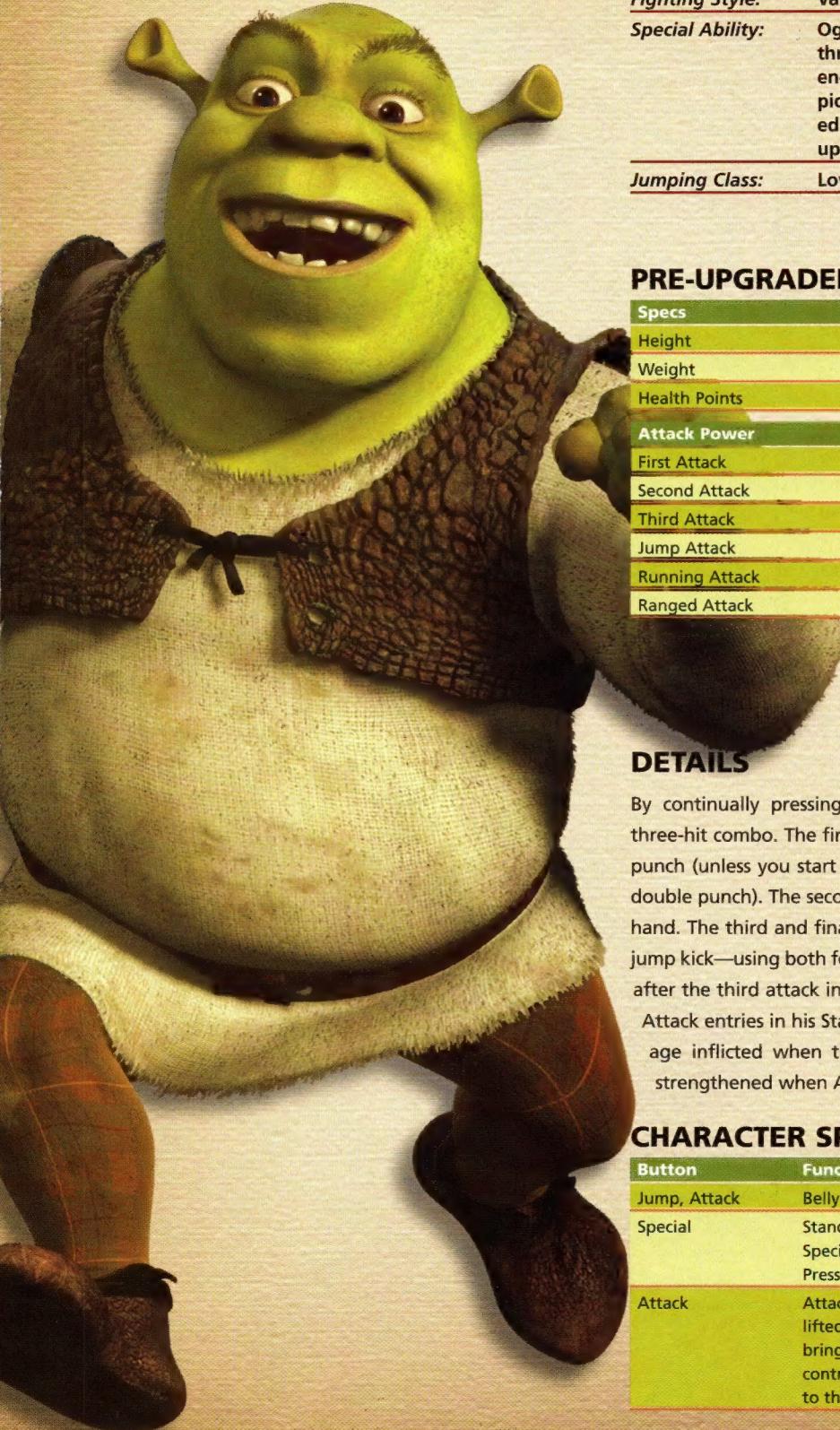
MULTI-PLATFORM CONTROL LIST

The following list displays the button controls for PlayStation 2, Xbox, and GameCube. This chapter covers the moves of each character in the game without naming individual controller buttons. If you are ever in doubt about which button controls a certain function for your system, please refer to this table.

CHARACTER CONTROLS

Button	PlayStation 2	Xbox	GameCube	Function
Left analog stick	Left analog stick	Left thumbstick	Control Stick	Control Character movement
Directional buttons	Directional buttons	Directional Pad	+ Control Pad	Control Character movement
X	A	A	A	Jump
Square	X	B	B	Attack
Triangle	Y	Y	Y	Special Ability (Special)
Circle	B	X	X	Action
R1		Right Trigger	R	Select next character
L1		Left Trigger	L	Select previous character
START	START	START	START	Access Pause menu during gameplay
SELECT	BACK		Z Button	Access HUD elements during gameplay

Shrek is a large, ugly, smelly, green ogre who enjoys life alone in his swamp. That is, until he found his one true love, Princess Fiona.



Fighting Style:	Various punches and wrestling moves
Special Ability:	Ogre lifting. He can lift, carry, place and throw heavy items (and creatures). Dizzy enemies (birds floating overhead) can be picked up and thrown. This is an unlimited special ability; you do not need power-ups to charge it.
Jumping Class:	Low Jumper

PRE-UPGRADED STATS

Specs	Amount	
Height	8'	
Weight	450 lbs	
Health Points	47	
Attack Power	Damage	Details
First Attack	2	Punch
Second Attack	4	Backhand
Third Attack	14	Drop Kick
Jump Attack	2	Belly Flop
Running Attack	2	Double Punch
Ranged Attack	N/A	N/A

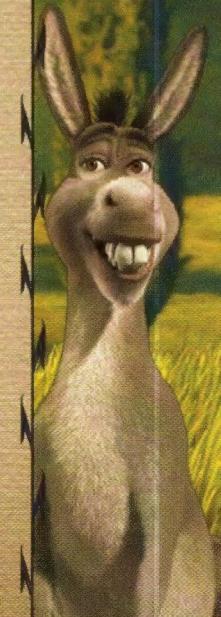
DETAILS

By continually pressing the Action button, Shrek performs a three-hit combo. The first attack in this string consists of a single punch (unless you start out running, in which case it becomes a double punch). The second move is a punch and a spinning backhand. The third and final attack in his combo string is a forward jump kick—using both feet. Shrek picks himself up off the ground after the third attack in this combo. The First, Second, and Third Attack entries in his Stats list above display the amount of damage inflicted when this combo is performed. Each attack is strengthened when Attack upgrades are purchased.

CHARACTER SPECIFIC CONTROLS

Button	Function
Jump, Attack	Belly flop that stuns enemies.
Special	Stand next to an object and press the Special Ability button to activate ogre lifting. Press the button again to drop the object.
Attack	Attack when no object is being lifted; throws lifted object. Press and hold Attack button to bring up the targeting reticle and use the control stick to aim. Release the Attack button to throw object at targeted location.

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PRINCESS FIONA™

Princess Fiona is not your typical damsel in distress. She's smart, tough, and has been known to dropkick a band of outlaws. In the original Shrek movie, she is introduced as a beautiful princess in need of rescue, but ends up as a strong-willed, green ogress—and Shrek's true love.

Fighting Style:	Various karate moves
Special Ability:	Slow Time. Princess Fiona has the ability to slow down everything around her, while only slightly affecting her own speed and that of the other members of the team. The spell allows Princess Fiona and teammates to move more quickly than their adversaries. This is a limited special ability, so you must acquire Hourglass power-ups to keep it in her bag of tricks. Each Hourglass power-up provides 3, 5, or 10 Slow Time uses.
Jumping Class:	Low Jumper

PRE-UPGRADED STATS

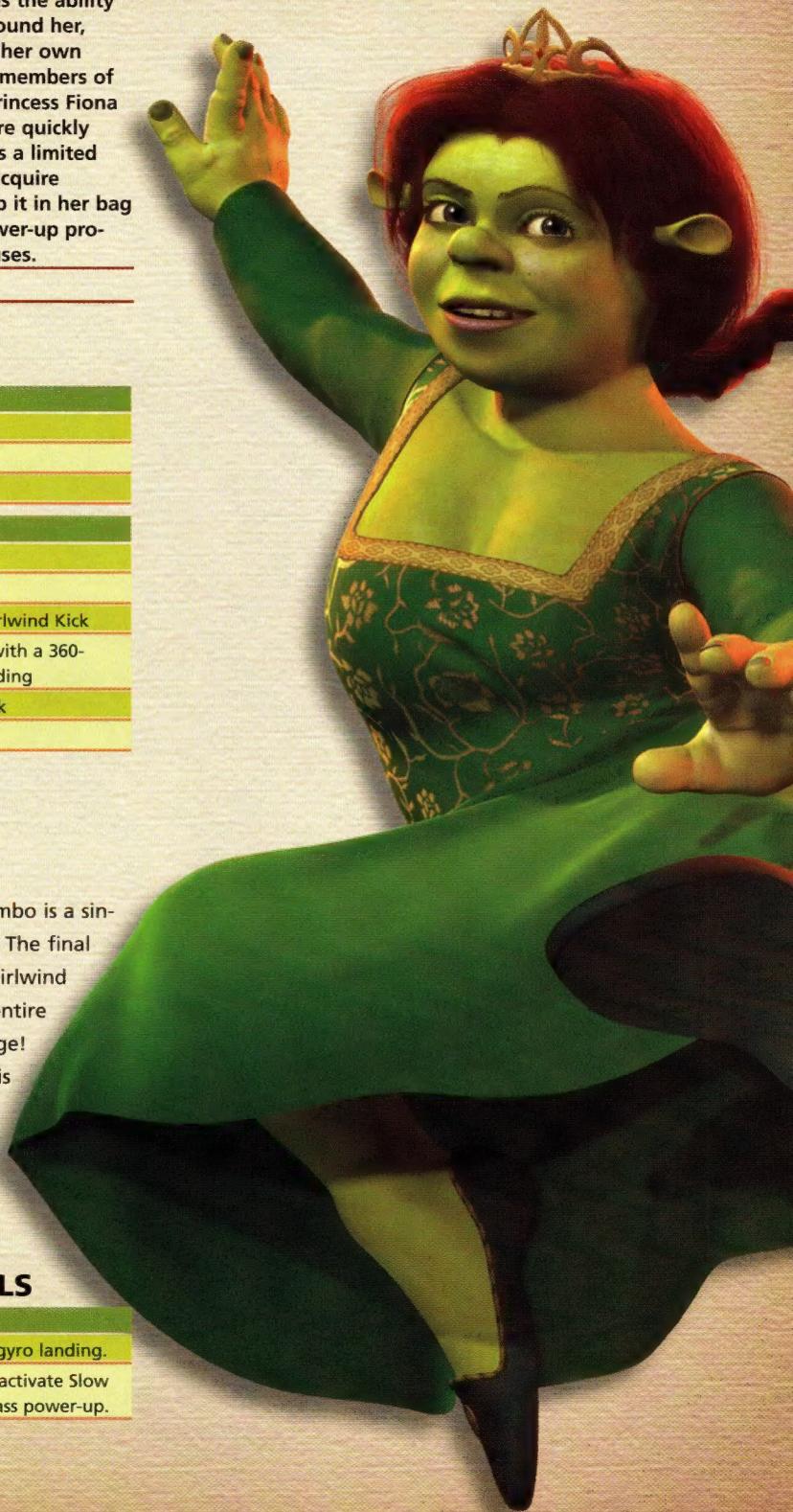
Specs	Amount	
Height	6'1"	
Weight	Top Secret	
Health Points	43	
Attack Power	Damage	Details
First Attack	2	Punch
Second Attack	4	Sweep Kick
Third Attack	10	360-degree Whirlwind Kick
Jump Attack	2	1080 Jackknife with a 360-degree gyro landing
Running Attack	2	Forward Flip Kick
Ranged Attack	N/A	N/A

DETAILS

The first attack in Princess Fiona's three-string combo is a single punch. The second is a Sweeping kick attack. The final phase of her combo is a powerful 360-degree Whirlwind Kick—very damaging. With full upgrades, the entire three-attack combo causes 48 points of damage! Princess Fiona's Jump attack (1080 Jackknife) is great for dealing damage to large pumpkins and spiders.

CHARACTER SPECIFIC CONTROLS

Button	Function
Jump, Attack	1080 Jackknife with a 360-degree gyro landing.
Special	Press the Special Ability button to activate Slow Time when you acquire an Hourglass power-up.



DONKEY

Donkey's got a mouth that just won't quit, but also has the heart of a noble steed.

Fighting Style:	Donkey Power
Special Ability:	Donkey's special ability is Burro Blast. This kick allows him to knock down creatures and break certain objects. Donkey is the only character who can open padlocks with the horseshoe symbol on them.
Jumping Class:	Low Jumper

PRE-UPGRADED STATS

Specs		
Height		5'6"
Weight		150 lbs
Health Points		32
Attack Power	Damage	Details
First Attack	2	Rear Hoof Kick
Second Attack	3	Flipping Rear Hoof Kick
Third Attack	8	1080 Hoof Kick
Jump Attack	2	Jumping Hoof Stomp
Running Attack	2	Head-butts
Ranged Attack	N/A	N/A
Special	20	Burro Blast

DETAILS

The first attack in Donkey's three-string combo attack is a rear hoof kick that does a small amount of damage. In the second phase, he flips in the air and kicks with his rear hoofs a second time, causing a little more damage than the previous kick. During the final attack in his combo, he leaps into the air and spins two full revolutions with his legs spread out. Anyone standing nearby is hit multiple times with his four flailing hoofs! With all upgrades, this combo causes 46 points of damage, and a single Burro Blast inflicts 31 points.



Stun and Finish

Use a Jumping Hoof Stomp to stun enemies, then follow it up with a Burro Blast to finish them off!

CHARACTER SPECIFIC CONTROLS

Button	Function
Jump, Attack	Perform a Jumping Hoof Stomp that stuns enemies.
Special	Press the Special Ability button to perform Burro Blast.

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GINGERBREAD MAN

He's not only a true friend, but also a ninja hero to boot!

Fighting Style: Ninja Candy Cane

Special Ability: Cookie Toss—used to attract enemies and animals. This is a limited Special Ability. To earn more uses, collect Cookie power-ups. Each one allows 5 or 10 uses of Cookie Toss, depending on the level.

Jumping Class: High Jumper

PRE-UPGRADED STATS

Specs	Amount	
Height	2'1"	
Weight	15 lbs	
Health Points	28	
Attack Power	Damage	Details
First Attack	1	Candy Cane Forehand Swing
Second Attack	2	Candy Cane Backhand Swing
Third Attack	7	360 Candy Cane Attack
Jump Attack	3 x 3	Candy Cane Boomerang
Running Attack	2	Candy Cane Quick Hit
Ranged Attack	N/A	N/A

DETAILS

Gingerbread Man's three-string combo move is simple. The first attack is a forehand candy cane attack that's followed by a backhand and ends with a 360 candy cane spin attack. His unique offering is his ability to jump and throw the candy cane like a boomerang. Once airborne, the candy cane can hit up to three different targets, inflicting two points of damage to each. When fully upgraded, the candy cane boomerang inflicts 14 points of damage to each of the three targets it hits! This striped sweetie is also very useful for hitting targets that activate doors or turn off spotlights.

CHARACTER SPECIFIC CONTROLS

Button	Function
Jump, Attack	Perform a range attack (Candy Cane Boomerang).
Tap Special	Throw a cookie (power-up) directly in front of you.
Hold Special	Bring up the targeting reticle and aim with the control stick. Release the Special Ability button to throw the cookie (power-up) at targeted location (this attracts enemies and animals).



PUSS IN BOOTS™

This cat swaggers his swashbuckling finesse with the steely eyes of a killer—and he also wears really expensive Corinthian footwear.



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Fighting Style: Sword fighting

Special Ability: Tightrope walking. This move can be used to cross tightropes, chains, and vines, allowing him to access areas that others cannot. This is an unlimited Special Ability.

Jumping Class: High Jumper

PRE-UPGRADED STATS

Specs	Amount	
Height	4'0"	
Weight	50 lbs	
Health Points	32	
Attack Power	Damage	Details
First Attack	1	Forehand Sword Swipe
Second Attack	3	Backhand Sword Swipe
Third Attack	9	Charging Sword Attack
Jump Attack	2	Spinning Catfight
Running Attack	2	Running jump sword swipe
Ranged Attack	N/A	N/A

DETAILS

Puss in Boots' three-string combo is based on basic fencing techniques. He begins his attack with a forehand sword swing, followed by a backhand attack. He completes the combo with a heroic charge that features a dramatic thrust of his sword. Once fully upgraded, the combo causes 46 points of damage to its unfortunate victim.

Catfight Attack

 Puss in Boots' jumping attack shines light on his true heritage. This wild catfight attack is a great way to start a rumble. Just jump into the thick of it with this twirling mad-cat move, then follow it up with some three-hit combos or more catfight attacks. Puss in Boots is invulnerable to attack when spinning in the air during this effective and entertaining move!

CHARACTER SPECIFIC CONTROLS

Button	Function
Jump, Attack	Catfight Attack
Special	Press the Special Ability button near tightropes and vines to activate tightrope walking.



BIG BAD WOLF

Don't let the outfit fool you. He's big, he's bad, and he'll blow you away! Better watch out, Grandma!



Fighting Style: Claw swipes and bites

Special Ability: Huff 'N Puff. This move can be used on enemies, objects, and fire. It blasts foes away and damages them. This is an unlimited ability.

Jumping Class: Low Jumper

PRE-UPGRADED STATS

Specs	Amount	
Height	6'1"	
Weight	180 lbs	
Health Points	47	
Attack Power	Damage	Details
First Attack	2	Right Claw Swipe
Second Attack	4	Left Claw Swipe
Third Attack	10	Lunging Bite
Jump Attack	2	Jumping Handstand Attack
Running Attack	2	Eat 'N Run
Ranged Attack	N/A	N/A
Special	3	Huff-Puff-Blow

DETAILS

Big Bad Wolf is a beast. His moves are just as trouble-free as he seems to be. The three-string combo begins with a Right Claw Swipe, followed by a Left Claw Swipe. To finish, he lunges forward and takes a bite out of his victim. Oww-eeeeee!

What sets this canine apart from the rest of the Shrek team is his ability to Huff and Puff and blow just about anything down. It's not much to sneeze at in the beginning of the game, but this move eventually deals 14 points of damage after it's upgraded.

CHARACTER SPECIFIC CONTROLS

Button	Function
Jump, Attack	Activates his jumping handstand attack (a small radius affected attack).
Special	Press the Special Ability button to Huff 'n Puff; use the control stick to aim this strong breath blast.

LIL' RED

This diminutive young girl is a champion softball pitcher with a "can do" attitude. She's also surprisingly comfortable around Big Bad Wolf!

Fighting Style: Kicks, punches, and apple toss

Special Ability: Rotten Apple Bomb—when detonated, it causes a radius attack that does 20 points of damage to nearby enemies. Either let her Rotten Apple's timer expire on its own, or detonate it on command by pressing the Special Ability button again. This is a limited Special Ability. Collect Rotten Apple power-ups to earn additional uses. Each power-up allows 3, 5, or 10 Rotten Apple uses, depending on the level.

Jumping Class: High Jumper

PRE-UPGRADED STATS

Specs	Amount	
Height	5'7"	
Weight	120 lbs	
Health Points	32	
Attack Power	Damage	Details
First Attack	1	Right Basket Swing
Second Attack	2	Left Basket Swing
Third Attack	4	Basket Uppercut + Overhead Smash
Jump Attack	5	Twirling Basket Swing
Running Attack	N/A	N/A
Ranged Attack	5	Apple Toss
Special	20	Explosive Rotten Apple

DETAILS

Lil' Red is full of surprises. Her "helpless girl" reputation overshadows her true fighting ability. At a distance, she can treat her enemies to a barrage of apples from her bottomless basket. With a Rotten Apple power-up, she can throw her nasty fruit bombs at the enemy, cutting the fuse short or just letting them explode on their own. At close range, Lil' Red can unleash a feisty three-string combo. The basket swinging frenzy includes hitting the enemy with a basket uppercut, then coming down with a mighty basket blow to the head—stunning!

Long Range Apple Attack



Lil' Red can keep your team safe by holding the enemy back at a safe distance. She accomplishes this by pitching her long-range apples at them. The Attack button allows her to dig into her basket and pull out an endless supply of fruity ammo. There's no need for precise aiming; the apples automatically sail toward the closest enemy.

CHARACTER SPECIFIC CONTROLS

Button	Function
Attack	Performs melee attack when close to the enemy. Performs ranged Apple Toss when enemy is far away.
Jump, Attack	Performs a Twirling Basket Attack.
Special	Hold the Special Ability button down to bring up the targeting reticle, then use the control stick to move it into position. Release the Special Ability button to throw a Rotten Apple Bomb at targeted location (this requires Rotten Apple power-ups to activate).



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FAIRY

This tough, little lady proves that size doesn't matter.
She becomes quite offended if you do not believe in her!

Fighting Style: Fairy Magic

Special Ability: Fairy Dust. Friends and foes alike temporarily float in the air when they receive a sprinkle of this. The heavier the subject, the shorter the flight will last. Fairy Dust gives friends the ability to fly around for a limited time. Enemies do not quite have this luxury—they float, but they cannot move, leaving them susceptible to attack! Hint, hint. Nudge, nudge.

Jumping Class: High Jumper

PRE-UPGRADED STATS

Specs	Amount	
Height	1'5"	
Weight	10 lbs	
Health Points	28	
Attack Power	Damage	Details
First Attack	N/A	N/A
Second Attack	N/A	N/A
Third Attack	N/A	N/A
Jump Attack	3 x 3	Guided Fairy Dust
Running Attack	N/A	N/A
Ranged Attack	1	N/A



Featherweight Foible

Since Fairy is in the constant state of flight, she cannot activate pressure switches. She is also the frailest of the group, so keep her away from large battles and use long-range Fairy Dust attacks.

DETAILS

Fairy has no close combat moves and no combos, but she does have an awesome Fairy Dust shooting ability. Press the Attack button once to fire a long-range Fairy Dust projectile that inflicts one point of damage. It may seem insignificant until you press and hold the Attack button to activate rapid-fire Fairy Dust! This attack dispenses an endless supply of Fairy Dust in extremely quick succession, making that one-point damage stat look much better. When fully upgraded, the ranged attack deals a whopping 12 points of damage. Now that's some rapid-fire damage!

Have Fairy jump in the air, then press the Attack button; she releases four guided Fairy Dust bombs that do three points of damage each. When fully upgraded, that figure swells to 14 points!

Fairy also has the ability to float friends and foes by sprinkling targeted Fairy Dust. Activate this by pressing the Special Ability button. It's entertaining to watch, but more importantly, very useful on enemies, allowing you to attack them as they hover helplessly in the air.



Holding Back the Bombs

Fairy's rapid-fire Fairy Dust attack is the best method for holding back the Troll's bombs. With continuous firing, the Trolls cannot move the bomb even when they try to smack it back at you!

CHARACTER SPECIFIC CONTROLS

Button	Function
Jump, Attack	Ranged, guided Fairy Dust attack.
Special	Activates the special floating Fairy Dust. Hold the Special Ability button to bring up the targeting reticle. Use the control stick to aim it at the teammate or foe, then release the Special Ability button to unleash Floating Fairy Dust on the target.

HANDSOME SHREK AND NOBLE STEED— DONKEY (TEAM)

Teamwork has its privileges, and this handsome duo brings great new powers to go along with their newly-acquired good looks.



Fighting Style:

Swordplay & horsing around

Charge Attack:

Ogre Smash. Press Attack to charge with your sword held out before you. This Special Ability does 10 points of damage. Press and hold the Attack button for a triple charge assault. You don't see any difference in the attack, but you can hear the sword jab three consecutive times, tripling the damage. With full upgrades, a single charge inflicts 21 points of damage.

Jumping Class:

Low Jumper

PRE-UPGRADED STATS

Stat	Amount	
Height	6'7"	
Weight	420 lbs	
Health Points	47	
Attack Power	Damage	Details
First Attack	3	Forehand Sword Swing
Second Attack	4	Backhand Sword Swing
Third Attack	11	Jumping Rear Hoof Kick
Jump Attack	5	Potion Projectile Attack
Running Attack	3	Running Forehand Sword Swing
Ranged Attack	N/A	N/A
Special	10	Ogre Smash

DETAILS

Happily Ever After... or is it? Shrek and Donkey team up and have all new attacks. Press the Jump and Attack buttons to release a damaging potion projectile. This is not a guided attack, and you must be facing your intended target.

The three-string combo starts with a forehand and backhand sword swing, then finishes with Donkey jumping and kicking the target with his rear hooves. When upgraded, it's the strongest combo in the game, dealing 51 points of damage.

CHARACTER SPECIFIC CONTROLS

Button	Function
Jump, Attack	Potion Projectile attack (must face target before throwing).
Special	Activates the Charge attack. Press and hold the Special Ability button for an attack that triples the damage.



SNAPSHOTS

You earn a Snapshot every time you complete a specific goal or challenge, which can then be viewed in the Scrapbook. There are 70 Snapshots in all. The Scrapbook is accessed from the in-game Pause menu or from the Contents menu (where you select chapters and chose to save your progress). Find out everything you could ever want to know about these candid clicks in the Snapshots Album section of this guide.



UPGRADES

There are three Crazy Larry's Leprechaun shops, each located in a different level. The shops are accessed by finding a specific leprechaun—one that does not ask for money or favors. The items for sale are upgrades that enhance your team's stats. If you do not have enough Gold Coins to purchase all the upgrades offered at a particular shop, complete the level and return when you're good and rich. You unlock bonus levels as you earn Snapshots, and bonus levels are a great place to earn Gold Coins. Upgrades aren't necessary, but they do make tough battles much easier.

CRAZY LARRY'S LEPRECHAUN SHOPS

Here's where to find all three Lucky Larry's Leprechaun Shops and what each offers. Specific directions for locating these shops is provided in the walkthrough.

THE SPOOKY FOREST LEPRECHAUN SHOP

Upgrade	Cost (Gold Coins)
+3 Hit Points	200
+1 Attack	400
Double Value Coins	600

WALKING THE PATH LEPRECHAUN SHOP

Upgrade	Cost (Gold Coins)
Regenerate 8 HP per Minute	400
+6 Hit Points	1200
+4 Attack	1300

PRISON BREAK LEPRECHAUN SHOP

Upgrade	Cost (Gold Coins)
Regenerate 8 HP per Minute	900
+6 Attack	2200
+9 Hit Points	1800

ITEMS

EYEBALLS

You may need to collect Eyeballs to get through certain challenges. These optical orbs are often found lying around the ground, but others must be discovered by first smashing the shell of a snail, then squishing the gooey crawler. Each snail produces two Eyeballs, naturally.



MAGIC BEANS

Magic Beans are located in just about every level of the game. If they're in the one you're playing, you must collect all 12 to earn a Snapshot.



GOLD COINS

Collect Gold Coins to purchase upgrades and to buy your way into certain areas. Destroy every object you can to find this valuable currency.

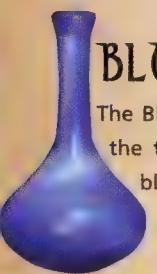
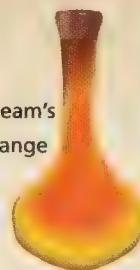


GOLDEN EGGS

Golden Eggs are worth 25 Gold Coins, but are much more rare.

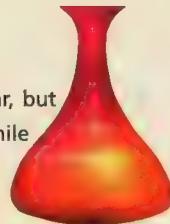
ORANGE POTION

This potion is a power-up that increases your team's attack power for a limited time (until the orange cloud clears).



RED POTION

There are two Red Potions. They look similar, but one gives 50% health to all teammates, while the other restores a full 100%.



GREEN POTION

Green Potion is a Frog power-up. It temporarily turns nearby enemies into frogs! Defeat the hopping amphibians before they turn back into their true form.



MULTIPLAYER

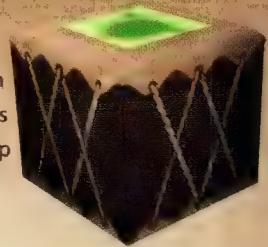
Shrek 2 is a great single-player game, but the fun is multiplied when you have two or more players plugged in! The key to success is communication when more than one player is involved. You can't just go running off without your party; you must stick together and work as a team.

When two or three people are playing, you can switch between your character and the character(s) being controlled by the game. When a new player plugs in, all they have to do is press the START button to begin playing.

No matter how many people play *Shrek 2*, there will always be four playable characters in each level (except during Hero Time™, where only one player is involved).

SHREK BOX

These boxes have a green Shrek icon printed on top. Only Shrek—using his Ogre lifting ability—can pick them up and move them.

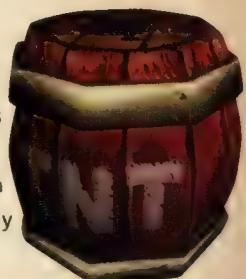


SHREK GEAR

Only Shrek can lift these gears, using his Ogre lifting ability, and place them into machinery. Shrek Gears are used to operate doors and roadblocks.

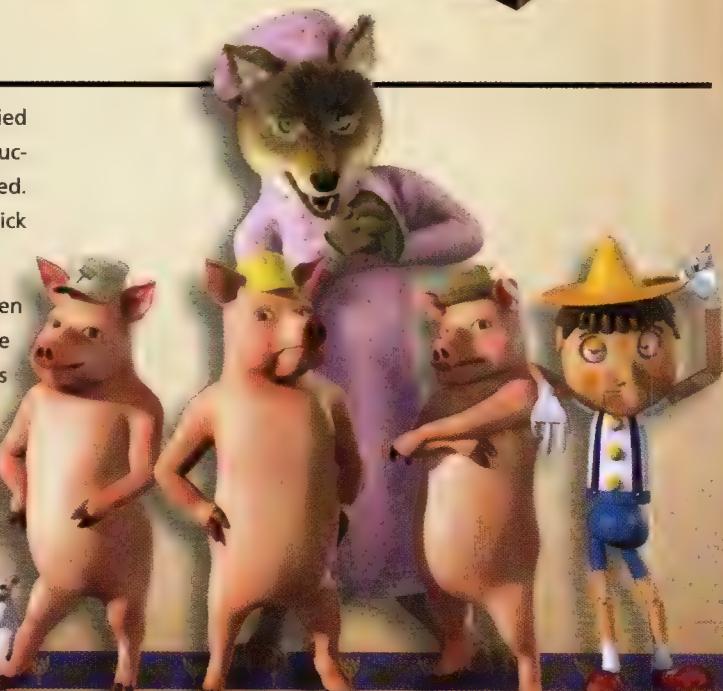
TNT BARREL

Again, Shrek's the only one capable of lifting these explosive barrels, using his Ogre lifting ability. Any teammate can detonate a barrel, but only those with long-range attacks can do it safely (besides Shrek).



TEETER TOTTER

When possible, have Shrek perform a Belly Flop to throw the teammate on the other end very high in a hurry. When he has no partner, have Shrek throw a TNT Barrel at the opposite end of the teeter totter to send himself sailing through the air!





WORLD MAP

(PS2, Xbox, and GameCube)



Shrek's Swamp

2



Spooky Forest

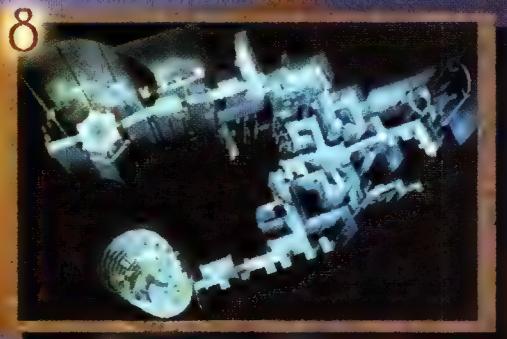


Jack and Jill's Farm



Walking the Path

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10 Cookie, Cookie



15 FAIRY GODMOTHERS





SHREK'S SWAMP

Newlywed fever continued to rise in the swamp and dear Princess Fiona couldn't be happier. Her Parents invited her and Shrek to Far Far Away so they could meet the handsome man she married. While packing for their long journey, Shrek realized he still needed some essentials for the trip.



7 SNAPSHOTS

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- Brawl in Le hood
- Fairies - gotta catch them all!
- Chicken Soup
- Blackbird Symphony
- 12 Magic Beans
- The Seven Dwarves



SHREK'S YARD

OBJECTIVES:

- Collect 18 Eyeballs to Open the Gate to Le Hood.
- Rescue 1 Dwarf.
- Collect 2 Magic Beans.

The adventure begins just outside Shrek's home. Shrek and Princess Fiona are preparing to travel to her parent's home. Donkey and Gingerbread Man will be tagging along.



Character: the Party

Switch between characters and then perform jumps and attacks to familiarize yourself with each character (see the *Shrek Basics* section of this guide). Although Shrek takes top billing in the game's title, he can't do everything himself. You must occasionally switch to other characters throughout your quest to get certain jobs done.



Who to Control?

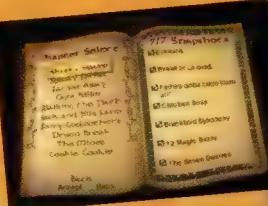
Each character plays an essential role in getting through a level. Notice how the Gingerbread Man can jump higher than anyone else in the current party. He is also a little quicker on his feet; note the speed and movement difference between Gingerbread Man and Donkey. There's really no *wrong* character to use, so play as whomever you are most comfortable with; we'll let you know when a certain character is necessary to solve a problem.






Snapshots - Challenges

There are seven challenges in almost every level of the game, and you receive a Snapshot for completing each one. Most levels also require you to collect 12 Magic Beans to receive a Snapshot. There are additional collectibles in other levels, but the Magic Bean collection remains the most constant from one level to the next (except for Gold Coin collection, which earns no Snapshots). Read carefully, as we will reveal the location of every Magic Bean along your adventure. For more information on Snapshots and why you need them, refer to the *Shrek Basics* or *Snapshots* sections of this guide.

There are three main tasks ahead of you in Shrek's Swamp: find two Magic Beans, free one Dwarf, and collect 18 Eyeballs to open the exit gate.

Coin Collection

Coin collection does not award you Snapshots, but it does allow you to afford upgrades (see *Shrek Basics* for details). Always collect all the Gold Coins you see and smash all breakable objects and enemies to find hidden Gold Coins!



RESCUING DWARF #1

Turn your attention to the left of Shrek's house. A series of multi-level earthen platforms are there, and only Gingerbread Man can climb two of them. Select this character, then jump from ledge to ledge to reach the top. Hit the rope-tied boulder until it crumbles, freeing the first **DWARF** from his cage on the highest ledge. He thanks you and asks for your help freeing his six brothers (Snow White's Seven Dwarves).



MAGIC BEAN #1

From this same lofty perch, drop off the back ledge (closest to Shrek's house) to land on a **MAGIC BEAN**. Turn the camera to help locate this item.



MAGIC BEAN #2

There are some low earthen platforms lined with Gold Coins on the other side of the small pond in front of Shrek's house. The second **MAGIC BEAN** is between two of the platforms near the large body of water.



18 EYEBALLS

A total of six **EYEBALLS** are out in plain sight around Shrek's yard. Run through them to collect these squishy items. There are also six snails sliming about the area. Smash the shell, then squish the homeless snail to produce two more Eyeballs. Destroying the six snails completes the 12 Eyeballs required to open the gate to Le Hood and earns you your first Snapshot!



Now that the gate is open, enter Le Hood and collect the **GOLDEN EGG** (worth 25 Gold Coins). Use any character to pull the lever and open the second gate, then proceed into Le Hood.



LE HOOD

OBJECTIVES:

- Defeat The Friar and Merry Men.
- Rescue 2 Dwarves.
- Collect 3 Magic Beans.

RESCUING DWARF #2

There's another imprisoned **DWARF** beyond the gates! Anyone can save him, but Donkey can do it quickly and easily with one Burro Blast. Step up to the suspended boulder and give it one good kick (Special Ability button) to free the little guy.



MAGIC BEAN #3

Using Shrek's special ability, pick up the crate and place it over the "X" mark etched into the sand, which is only a few feet away. Jump up onto the crate and leap into the hovering **MAGIC BEAN** above.



MAGIC BEAN #4

Find the fourth **MAGIC BEAN** on the far side of the ramp that leads to the upper ledge where you engage Monsieur Hood and his merry men.



BRAWL IN LE HOOD

Your party engages Monsieur Hood and his Merry Men on the plateau at the top of the ramp. You must defeat the entire posse to earn another Snapshot (The Friar on the swing does not attack). As you defeat Monsieur Hood and his six men, reinforcements zip-line out of the trees. You can stop the back-up forces from arriving by taking out The Friar. The Merry Men continue to spawn as long as The Friar is alive. Use the **BLUE POTION** between the fence and tree to the right for temporary invulnerability. The ability fades as the blue cloud around your team dissipates.



Shrek's Mighty Jump Attack & Throw

Choose Shrek as you battle the merry men in Le Hood. Shrek's jump attack can stun multiple enemies, who can then be picked up and thrown into other enemies!





There's a **RED POTION** beside the tree where The Friar is (or was) swinging. The Red Potion completely restores your team's lost health. Before leading the team through the ground traps to reach the potion, have any team member beat the hanging boulders until the traps are destroyed.

RESCUING DWARF #4

Defeat the turtle for Gold Coins (once it's on its back, Shrek can pick it up and throw it). Use any character to destroy the suspended boulder and free the fourth **DWARF**, then hit the red and white target to open the gate and enter the field of fairies.



RESCUING DWARF #3

Continue past the demolished traps and Red Potion. This leads to a little snail and coin-filled field where you can find and rescue the third **DWARF** from his suspended prison.



MAGIC BEAN #5

The fifth **MAGIC BEAN** is near the fence on a small earthen platform. Look for it on the opposite side of the field from the caged Dwarf.



Return to the area where you whipped the merry men, then continue down the next pathway toward a turtle, a locked gate, a target, and another caged Dwarf.



FAIRY FIELD

OBJECTIVES:

- Catch 12 Fairies.
- Collect 1 Magic Bean.



FAIRIES — GOTTA CATCH THEM ALL!

As your party passes through the gate and into the field of fairies, a little leprechaun recites a whimsical verse that suggests he'll open the next gate if you catch all the fairies.



MAGIC BEAN #6

The sixth **MAGIC BEAN** is just to the left of the leprechaun, near the fence and close to the river's edge. Take it, then start chasing those fairies!



CATCHING 12 FAIRIES

There's an **HOURGLASS** power-up near the magic mirror. Any team member can pick it up, but only Princess Fiona can use it. The Hourglass enables her to use this special ability, Slow Time. Notice the number "10" above Princess Fiona's icon on the bottom of the screen. This indicates that she can use her special ability only 10 times. In this challenge, however, another Hourglass power-up appears if you use all of her Slow Time before capturing all of the fairies.



As Princess Fiona, run up to a group of fluttering fairies and press the Special Ability button to activate Slow Time. Everything slows down, including the lightning quick fairies! Fortunately, your team remains in an almost real-time state, allowing you to easily catch those fairies. Slow Time lasts for approximately 12 seconds, so move quickly and activate it just before reaching a group of fairies to minimize any wasted travel time. The fairies fly into the glass jars as you tag them and the fairy meter rises. After collecting all 12, approach the next gate and the leprechaun allows you to leave.



FISHY PATHWAY

OBJECTIVES:

- Rescue 1 Dwarf.
- Collect 2 Magic Beans.



After leaving the field of fairies, you come to a locked gate along the narrow, grassy pathway. There's a large tree to the right of the gate, and a target in a gap just before the tree. The only characters that can hit the target are Gingerbread Man (with a candy cane throw) and Shrek (by throwing an overturned turtle). We suggest the little guy. Stand near the right edge of the pathway, then perform a jump and press the Attack button to throw a boomeranging candy cane at the target. This opens the next gate (if you press the Attack button while the Gingerbread Man is standing on the ground, he will not throw the candy cane).



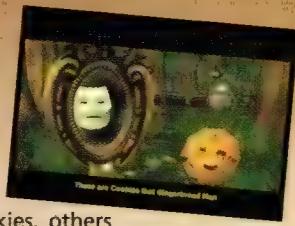
MAGIC BEAN #7

The seventh **MAGIC BEAN** is to the left of the gate. It's in plain sight and anyone can grab it.



You obtain a **COOKIE** power-up while passing through the gate.

Magic Mirror explains that Gingerbread Man can throw these treats to attract creatures and enemies. Cookie power-ups vary; some net you six Cookies, others just three. To throw a Cookie, simply press and hold the Special Ability button, aim the targeting crosshairs along the ground, and then release to launch it.



Several fish leap onto the pathway when a Cookie is thrown. Attack and destroy them to earn additional Gold Coins!



Select Gingerbread Man, then aim and throw a couple Cookies at the ground traps near turtles ahead. This lures the shelled reptiles into the traps and saves your team from this unfortunate experience.



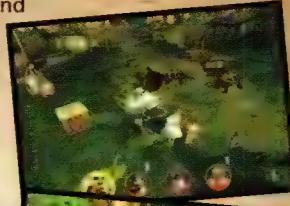
MAGIC BEAN #8

The eighth **MAGIC BEAN** is just beyond the two ground traps and to the right.



RESCUING DWARF #5

Proceed into the open area beyond the two ground traps to encounter a host of snails, turtles, a trapped Dwarf, lots of Gold Coins, a movable crate, and a teeter-totter with a keg of explosives near a locked gate. Defeat the turtles and snails, then select Shrek to lift and carry the crate near the ledges on the left. Drop the crate under the shadow of the floating Gold Coins, then jump from the crate to reach the Gold Coins floating above.



Beat on the suspended boulder to drop the cage that imprisons the fifth **DWARF**.

TEETER-TOTTER BOOM!

Still as Shrek, pick up the TNT Barrel and walk onto the end of the teeter-totter furthest from the locked gate. Now toss the barrel at the other end of the teeter-totter to send Shrek over the fence!



TEETER-TOTTER TWO

A second teeter-totter is beyond the now opened gate. Carry a TNT Barrel onto that one, just like last time. This allows you to gather the multiple Gold Coins that float above each end of the ride. You can also allow two characters to bounce on each end for a while to collect all 19 Gold Coins. Try different combinations of characters of similar weight, like Donkey and Gingerbread Man or Princess Fiona and Shrek.



MAGIC BEANS #9 & #10

Before you leave the second teeter-totter area, look around the far ends of the fence to find a **MAGIC BEAN** at both ends.



Approach the edge of the ledge beyond the second teeter-totter, and you'll descend the hill back to Shrek's house in a cinematic.

SHREK'S YARD (SECOND TIME)

OBJECTIVES:

- Make Chicken Soup.

CHICKEN SOUP

Lil' Red is cooking up some tasty brew in front of Shrek's place. She needs eight chickens in her soup, and any character can oblige. Although you may use the party member of your choice to hit the chickens toward (and into) the cauldron with a normal attack, this challenge is made much easier if you use Shrek.



As Shrek, you can chase a group of chickens around and perform a belly flop on top of them to stun them. Quickly pick up a stunned chicken, then perform a long 3-pointer using the aimed throwing ability to swish the chicken into the cauldron. There's a certain point where the distance is too great to make the shot, but Shrek's got game! Put his abilities to the test. Once all eight chickens are in the pot, you earn the **Chicken Soup Snapshot** and the gate leading to the swamp is unlocked.



THE SWAMP

OBJECTIVES:

- Rescue 2 Dwarves.
- Collect 4 Magic Beans.

Before heading to the newly opened swamp area behind Shrek's home, grab the **COOKIE** power-up on the ledges where you saved the first imprisoned Dwarf. This can also be used to lure the chickens closer to the cauldron to help gather them for the soup in the previous challenge.

There's a fork in the path through the open gate behind Shrek's place. The right fork leads to another locked gate and a crocodile infested pathway. To the left is another captured Dwarf. Go to the left first.



BASICS
LEVELS
BONUS FEATURES
SNAPSHOT ALBUM
REVEALING SECRETS
STORYBOOK
SHREK 2 VS.
SHREK 3 VS.

Use Gingerbread Man to bounce on the springboard and reach the Gold Coins and the ledges behind it. Jump to the top ledge and hit the target with a candy cane to open the next gate.



RESCUING DWARF #6

Have your team attack the many turtles and snails that litter the small yard, then jump on the springboard to reach the **ORANGE POTION** on the ledge with the snails. This temporarily raises the entire team's attack power.



Use the same springboard to reach the ledges on the left with the turtle, a suspended boulder, and the captured Dwarf. Defeat the turtle (or at least flip it on its back) and destroy the boulder to free the caged **DWARF**.

Run and jump across the gap between the two ledges closest to the fence. There's an **GOLD-EN EGG** on the last ledge.

Return to the fork in the path and pick up the **HOURGLASS** power-up. Have Gingerbread Man throw a candy cane or Shrek throw a turtle at the target between the two trees in the swamp to open the next gate.



CROCODILE ALLEY

Select Princess Fiona and use her Slow Time ability just as all the first crocodile on the pathway begins to move back into the water. Carefully walk along the pathway as the crocodiles retreat from the path in slow motion.



Crocodile Alley

The consequences are fatal if even one of your teammates touches a croc, and you must restart at your previous checkpoint—in this case, the open gate behind Shrek's house upon completion of the Chicken Soup challenge. If you do fail, don't forget to save Dwarf #6—left at the fork once again!



You reach a new checkpoint after averting the crocodiles and reaching the wooden crates. Jump on top of the crates before destroying them to reach the floating Gold Coins above.

MAGIC BEAN #11

Break open the wooded crates on the left side of the pathway to find another hidden **MAGIC BEAN**.





MAGIC BEAN #12

Follow the snail-laden trail around to see another Magic Bean hovering over the swamp to the right. It's currently unreachable. Another target lies just beyond this point on the left side of the pathway. Use Gingerbread Man to jump and throw a candy cane at the target. This lowers a bridge, allowing you to reach the final **MAGIC BEAN** and the small island with the last Dwarf.



Return to the previous pathway and follow it to the locked gate. To the right of the gate is a fenced-in area locked with a peculiar padlock. On the padlock is a horseshoe symbol. It's Donkey's turn to take the reins.



As Donkey, step up to the horsehoe padlock and press the Special Ability button to perform his Burrow Blast move. The lock shatters and the gate is blasted open!

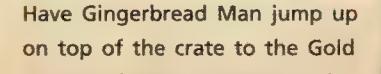


RESCUING THE LAST DWARF

The seventh and final Dwarf is on the next island, but you can't free him at the moment (launching candy canes at the boulder on the next island only results in the sweet projectiles homing in on the turtles on the pathway to the left). Instead, follow the pathway around and defeat the troublesome turtles, then return to the island with the trapped Dwarf and begin jumping and throwing candy canes at the distant boulder. Continue to do this until the boulder shatters and the last **DWARF** is free.



Have Shrek lift the crate inside the fence and move it beside the back ledge.



Have Gingerbread Man jump up on top of the crate to the Gold Coins and **RED POTION** on the top ledge.



As Shrek, lift the crate once again and move it out and place it near the side of the ledges to the right of the locked gate.



Once again, use Gingerbread Man to jump from the crate to the top of the earthen platforms and a gate lever. Pull the lever to open the gates to Grandma's Trailer.



GRANDMA'S TRAILER

OBJECTIVES:

- Blackbird Symphony



As you proceed past the final gate and enter Grandma's property, a cinematic shows Lil' Red delivering the chickens you captured for grandma's chicken soup. However, she also intends

to make some Blackbird Pie—one of Shrek's favorite dishes! Princess Fiona must bring it home in the first *Hero Time™* challenge.



HERO TIME™: BLACKBIRD SYMPHONY

This challenge derives from Princess Fiona's bluebird song seen in the first *Shrek* movie. This time, she sings her disparaging song with the intention of knocking the blackbirds out of the nests and adding them to grandma's pie.



There are four blackbirds in four nests. When the music starts, button icons begin to fall from the trees and land on the nests, eliminating the birds before Princess Fiona does so with her shocking final note. The idea of the challenge is to keep enough birds alive by the end of the song so Princess Fiona can finish them off with the last horrifying note. To do this, press the correct button as its matching icon floats over the question mark above each of the four nests. The challenge is not too difficult. On the last note, just mash the final button like there's no tomorrow! When the challenge is complete, you earn the final Snapshot and the level is complete.

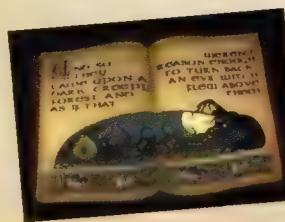




POOKY FOREST

And so, they came upon a dark, creepy forest. And as if that weren't enough to turn back, an evil witch flew above them. Seeing the carriage horses were enchanted, the Wicked Witch turned them back into mice, for witches need mice for their witchery. The Wicked Witch then left a trail of cheese, so the mice would be led to her doorstep and into her boiling pot, because she is really wicked...

I could tell you some stories...



7 SNAPSHOTS

- Tree Time
- 12 Magic Beans
- The Statue
- Poison Apple
- Pest Cemetery
- Gingerbread House
- Canyon Run

FIRST CHECKPOINT

OBJECTIVES:

- Collect 2 Magic Beans.
- Destroy the Tree Guardian (Tree Time Snapshot).

The horses pulling your carriage have been turned into three blind, cheese-lovin' mice. As you begin the level, you automatically earn the first checkpoint. A locked gate stands between you and the continuing Spooky Forest road. Use anyone but Donkey to jump up and punch the bell on the left column and unlock the gates. Before leaving the area, there's one more thing to do...



MAGIC BEAN #1

Before taking off down the forest trail, walk toward the camera, past the carriage, and continue to the very end of the pathway. This is where you find the first **MAGIC BEAN**.



MAGIC BEAN #2

There's a breakable log in the first bend of the trail just beyond the first gate. The second **MAGIC BEAN** is inside this log. Bust it open and collect the bean.



Like Mice to Cheese

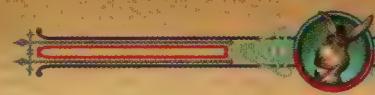
If you haven't noticed already, the three blind mice always run to the nearest cheese wedge on the trail, then quickly devour it and move on to the next delicious morsel. Their hunger contributes to the difficulty of this level; the mice ignore all danger while pursuing each chunk of cheese. Fortunately, the mice are not completely out of your control. When an area is clear of hazards (enemies or traps), you can choose to hang back and collect items at your own leisure and the mice will not continue without you. Instead, they wait until you move further along the path before they begin hunting for the next piece of cheese.



Before you reach the angry villagers and the large talking tree that blocks your path, break open the treasure chest on the left embankment using any character, then collect the Gold Coins on the right-side ledges of the pathway—you'll have a chance to spend these coins soon!



Quickly defeat the three pitchfork-toting villagers and approach the large Tree Guardian blocking the pathway.



THE GUARDIAN

Choose Donkey, then approach the large talking tree that blocks the forest trail. Perform a Burro Blast to knock the Guardian over. This forms a makeshift bridge that spans the gap between paths. You reach the second checkpoint as the tree falls.



SECOND CHECKPOINT

OBJECTIVES:

- Collect 1 Magic Bean.



RING THE BELL

Lil' Red has the ability to throw an endless supply of apples from her basket. To toss her fruity projectiles, hold the Attack button and aim the crosshairs along the ground with the right analog stick. Release the Attack button to toss the apple. Aim the crosshairs below the bell on the pedestal in front of the waterfall and let 'er rip. Ringing the bell opens the next gate.



DESTROYING MOUSE TRAPS

Beware of the two humongous mousetraps in the road, just beyond the next Magic Mirror. They are baited with cheese, naturally, and the mice will not hesitate to enter them. Quickly move Lil' Red to the front of the pack, then aim and shoot one apple at each trap to destroy them before the mice go for the deadly snack!



MAGIC BEAN #3

Next you come to a pair of pillars on the left side of the road. Collect the floating Gold Coins from the top of the first pillar, then grab the **ROTTEN APPLE** power-up from atop the second. Rotten Apple power-ups give Lil' Red the ability to aim and throw apple bombs using the Special Ability button and left analog stick. The third **MAGIC BEAN** is hidden between these two pillars!



Angry villagers and dirty rats stand before the next locked gate. These enemies will attack the three blind, defenseless mice, so protect them. Use Lil' Red's apple throwing attack, Shrek's stunning belly flop, Princess Fiona's twirling attack, or Donkey's Burro Blast to quickly eliminate the threat. When all is clear, one of the three blind mice enters a hole in the locked gate, then rides an imaginary elevator to the top of the column and unlocks the gate from inside. You reach the third checkpoint as the gates swing open.



Proceed through the gate and feast your eyes on the bounty before you. There's a chest full of Gold Coins on an earthen platform to the right, a springboard with floating Gold Coins and a **RED POTION**, and a bridge with a large gap in it dead ahead. You must act quickly or the three blind mice will try to cross the gap through the river—and they won't make it to the other side alive! Quickly gather the items using Lil' Red, then switch to Donkey.



BRIDGING THE GAP

As Donkey, run along the broken bridge and leap over the gap. Walk around and face the Tree Guardian, then perform a Burro Blast to fell the tree over the river gap so the rest of the party can cross the natural bridge.



MAGIC BEAN #4

Once across the bridge, destroy the treasure chest at the next bend in the pathway and collect the **HOURGLASS** power-up near the river's edge. The mice traipse across the bridge looking for more cheese, but if you don't want to miss the next Magic Bean, you must traverse the stones in the river while avoiding the deadly bats that flutter nearby.



THIRD CHECKPOINT

OBJECTIVES:

- Collect 1 Magic Bean.
- The Dragon Statue Battle (The Statue Snapshot).

As Princess Fiona, use Slow Time as you run across the stones in the river, then jump up to the earthen pillars to nab the fourth **MAGIC BEAN**. Do not pause; quickly continue your jaunt across the river to get the entire team across before time returns to normal and the bats attack!



FOURTH CHECKPOINT

OBJECTIVES:

- Collect 1 Magic Bean.

The next checkpoint challenge is the most difficult one thus far. The key is to act quickly and use Lil' Red...



Your next task is to lower the drawbridge just beyond the river. Pull the lever on the right to lower the bridge, then use Shrek to pick up the TNT Barrel on the other side of the road. Carry the barrel over the bridge and heave it at the gathering mob of angry villagers while they remain a tight knit group. One blast takes them all out! Unfortunately, these are not the only locals you must battle.



After crossing the bridge, four more villagers come at you. Quickly pick up the second TNT Barrel, which is on the left as you cross the bridge. Toss the explosives to blast your assailants, then deal with a pack of rats that deploys. Protect the three blind mice! Perform a belly flop in the middle of the pack. Before you blink an eye, four more villagers appear from behind the columns near the dragon statue.

Lil' Red can find a **ROTTEN APPLE** power-up to the left of the central fire. There's also a **GOLDEN EGG** behind the first column on your left as you traverse the last bridge. Cross the next bridge (to the right of the Dragon Statue) to reach another checkpoint. The bridge will not drop until all enemies are defeated.



MOSETRAP DIFFUSER

Quickly jump and ring the bell on the pedestal to open the small gate on the right. As soon as it opens, three rats scamper out of the small yard. Quickly swing Lil' Red's basket at them on your way to the gate lever. Quickly pull the lever, move through the opening gates, and throw an aimed apple at the mousetrap. All this must be performed while the three blind mice are munching on the three pieces of cheese near the gate lever! If you have trouble doing this, have Princess Fiona Slow Time beforehand.



MAGIC BEAN #5

Don't forget the **MAGIC BEAN** inside the small yard near the gate lever (see picture below).





THERE IS UNREST IN THE FOREST

Just beyond the mousetrap challenge is another Guardian blocking the road. Use Donkey's Burro Blast to knock the tree down and create a bridge across the narrow abyss. Tip the second tree over on the next ledge to reach the top plateau and another checkpoint.



Pick up the **HOURGLASS** power-up before the next bridge and have Princess Fiona use her Slow Time to get the party safely past the hovering bats. As your crew approaches the inn (the Poison Apple) a cut-scene shows a knight being kicked out of the inn. Pick up the **GOLDEN EGG** from the middle of the bridge. The knight then challenges your party.



FIFTH CHECKPOINT

OBJECTIVES:

- Barter with the Leprechaun.
- Collect 1 Magic Bean.
- Earn Victory at the Poison Apple (Poison Apple Snapshot).

CRAZY LARRY'S LEPRECHAUN SHOP

After crossing the two Guardian Tree bridges and reaching the top of the plateau, look to the right and find the Leprechaun sitting on a tree stump. Talk to the little fellow and he offers a choice of three items from his shop: **+3 Hit Points** for 200 Gold Coins, **+1 Attack** for 400 Gold Coins, and **Double Value Coins** for 600 Gold Coins.

The slickest thing to do is to purchase the **DOUBLE VALUE COINS** and then return to this very same shop in a few minutes after earning enough Gold Coins to purchase another item.



THE POISON APPLE BATTLE

The battle at the Poison Apple begins as a clash with the first knight, followed by a brawl with five villagers, and lastly a bout with a few villagers and a single knight. You can use Princess Fiona's Slow Time to double back the knights and attack them from behind—where it's safer. Have Shrek take advantage of the TNT Barrel, which is just to the left as you exit the bridge—throw it on the knight or the group of villagers. There's a **ROTEN APPLE** power-up beside the carriage for Lil' Red—use these stinky, explosive projectiles on the villagers!



MAGIC BEAN #6

Use Lil' Red to jump over the boulders in the corner near the bridge and carriage. The **MAGIC BEAN** is on the ground between the boulders and the half wall.



BASICS
WORLD ORDER
BONUS FEATURES
SNAPSHOT ALBUM
REVEALING SECRETS
STORYBOOK
SHREK 2 PC

Shrek 2 PC



The three blind mice cross the river using the bridge, which is patrolled by a knight. If the mice get through and the knight does not give chase, leave him be. Alternatively, use another Slow Time, then come up behind him and finish him off for the Gold Coins he carries.



Use the springboards to reach the floating Gold Coins. Use another Slow Time to grab the **GOLDEN EGG** near the bridge, then pass through the inert bats and jump to the highest platform in the river to reach yet another **GOLDEN EGG**. Your party uses the stones to cross the river. Come back across the bridge and defeat the knight for the Gold Coins he possesses.



After defeating the mob at the Poison Apple, destroy the treasure chest near the inn's front door to uncover some booty. Remain still after breaking the chest to receive a **RED POTION** that floats down from above.



Once again, one of the blind mice enters an imaginary elevator beside the next gate, then unlocks the gate from inside. This earns you the Poison Apple Snapshot and you reach the next checkpoint.



SIXTH CHECKPOINT

OBJECTIVES:

- Collect 1 Magic Bean.



MAGIC BEAN #7

As Princess Fiona, slow time and cross the stones in the river beside the next bridge to avoid the hovering bats. Jump up on top of the earthen pillars and break the chest. Gold Coins fly out, along with another **MAGIC BEAN**! Look for it to drop on the original side of the bridge—hopefully someone in your party will pick it up on the way across the river so you don't have to waste another dose of Slow Time.

SEVENTH CHECKPOINT

OBJECTIVES:

- Collect 1 Magic Bean.



MAGIC BEAN #8

The eighth **MAGIC BEAN** is in the field to the left of the Leprechaun, who's expecting a greased palm to allow passage through the next gate. There's also a **GOLDEN EGG** hidden in the bushes along the concrete wall to the left of the gate!



PEST CEMETERY

Pay the Leprechaun 100 Gold Coins to gain passage into the cemetery. The following challenge is a little more difficult than previous ones.



Select **Lil' Red** as you enter the cemetery and have her shoot two aimed apples at the mouse-traps blocking the pathway.



Switch to **Donkey** and gallop ahead of the gang, allowing them to battle the rat infestation while you take care of the empty graves. Take **Donkey** to the last two graves on the right side and **Burro Blast** the two tombstones to cause the upright casket tops to fall into the graves. Try to do this without using **Princess Fiona's Slow Time**; the time it takes for the caskets to fill the holes in Slow Time may be what it takes to lose a couple of party members—six feet under!



As soon as **Donkey** fills the graves, switch back to **Lil' Red** and have her shoot a couple more aimed apples at the two traps blocking the path between the current graveyard and the next. Find the **ROTTEN APPLE**

power-up on the left, near the entrance to the continuing pathway (before the mousetraps).

MAGIC BEAN #9

Now that the hazards have been cleared, return to the first two defiled graves on the left side of the cemetery to find the ninth **MAGIC BEAN**. Proceed along the continuing path to reach another checkpoint. The mice take off ahead of you, so keep up!



EIGHTH CHECKPOINT

OBJECTIVES:

- Collect 2 Magic Beans.
- Make it through Pest Cemetery for a Snapshot.

PEST CEMETERY (CONT.)

Run ahead of the three blind mice, then stop by the large iron fence on the right at the top of the steps. Begin throwing apples through the fence to defeat the rats that attack the mice as they make their way through the gravesite.



As soon as all three rats are exterminated, rush ahead as Lil' Red and destroy the two mouse-traps in the pathway before the three blind mice pursue the bait.

MAGIC BEAN #10

The tenth **MAGIC BEAN** is on the ground to left of the first mousetrap, in plain sight. Grab it and move on!



Switch to Donkey and use Burro Blast to knock over the last two coffins and fill the graves on the left before anyone falls in. While controlling Donkey, kick all the unscathed coffins in the area for Gold Coins and more...



MAGIC BEAN #11

Destroy the first coffin on the left in this gravesite to uncover the eleventh **MAGIC BEAN**!



Move the party to the end of the Pest Cemetery pathway to reach another checkpoint and receive the Pest Cemetery Snapshot.



NINTH CHECKPOINT

OBJECTIVES:

- Collect 1 Magic Bean.



MAGIC BEAN #12

Turn back toward the Pest Cemetery and use the springboard to reach the chest on the pillar to the right. Break the chest for Gold Coins, and more importantly, the last **MAGIC BEAN** it pops out and lands on the ground.



TO THE GINGERBREAD HOUSE

Break through the log obstructing the pathway, then rush toward the cheese and engage the angry villagers and rat vermin. As the rest of the party fights the enemy around the cheese (and coincidentally prevents the three blind mice from devouring the cheese so quickly), have Lil' Red run ahead to the edge of the pond and throw apples at the three mousetraps lining the bridge. It's best to stand around the middle of the bridge so there is no need to reposition yourself to reach the last trap. Once it's clear, move toward the next overturned tree trunk to reach another checkpoint.



FINAL CHECKPOINT

OBJECTIVES:

- Reach the Gingerbread House to earn a Snapshot.
- Chase Princess Fiona's Carriage to earn the Canyon Run Snapshot.

GINGERBREAD HOUSE (CONT.)

Follow the large sign to the Gingerbread House and collect the **RED POTION** and Gold Coins from the ledges.



Use Donkey to Burro Blast the horseshoe padlock on the Gingerbread House gate. You receive the Gingerbread House Snapshot as you enter the yard and a cinematic ushers you into the next challenge.



HERO TIME™ DONKEY

As Princess Fiona enters the carriage that Dragon carried to the top of the hill, the Wicked Witch zaps it and the carriage rolls out of control down the hillside.



Donkey jumps on the back of Dragon and the amorous pair flies after the runaway carriage in an attempt to save Princess Fiona. The Hero Time™ Challenge involves Donkey guiding Dragon over log barricades, through Gold Coins, around trees, and under bridges. The farther you go, the closer together these objects become. The challenge is made even more difficult if you try to collect all of the Gold Coins along the way, which is a good idea—especially if you've purchased the "Double Value Coins" from Crazy Larry's Leprechaun Shop. Unfortunately, it's back to the beginning of the challenge if you hit just one object!



The default controls are the opposite of most flight sim games; pressing Up on the analog stick makes you fly up and pressing down guides Dragon downward. You can switch the controls to invert flight in the Options menu if you prefer. When you reach the end of the course, the carriage is caught in the nick of time before it plummets down an embankment. The mission is completed as you earn the Canyon Run Snapshot.





FAR FAR AWAY

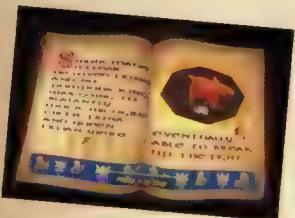
So a nervous Shrek waited to meet Princess Fiona's parents, King Harold and Queen Lillian. Hoping to impress them, Shrek even remembered to trim his nose hairs.



After that minor stumble, the King and Queen got along famously with Shrek, welcoming him with the tolerance, love, and affection usually reserved for pop stars and heads of state, or not...



King Harold made it clear he wanted Princess Fiona to marry Prince Charming and wasn't so fond of his fat, disgusting, nose picking son-in-law.



Shrek made it clear he loved Princess Fiona and no pompous King was going to blatantly mock his ogre girth. Princess Fiona and Queen Lillian were eventually able to break up the fight.



The King was approached by Fairy Godmother, who was a powerful provider of happily ever afters, and a lot of people owed her favors.



She makes offers you can't refuse and can make people disappear. Literally. You understand where I'm going with this, right? Cause she could leave me sleeping with the fishes if I said too much. And mirrors and fish don't mix.

Trust me.



In the morning, tempers appeared to have cooled and King Harold offered to show our group around Far Far Away.

SNAPSHOT CHECKLIST

7 SNAPSHTOS

- Friar Fat Boy
- Ratical
- Family Jewels

- Shopping Spree
- Falling to Pieces
- Street Brawl
- 12 Magic Beans

PLAYABLE CHARACTERS



WELCOME TO FAR FAR AWAY

OBJECTIVES:

- Collect 1 Magic Bean.

As you enter Far Far Away, King Harold deputizes your party and explains how to trigger challenges by stepping into the green glowing markers; this means he needs your help solving a problem in the city.



The city is hustling and bustling with activity, so explore the streets and have some fun. Break everything that's breakable to collect Gold Coins, but be careful; attacking any civilians or knights earns you a wanted level (illustrated by a series of stars in the top-left corner of the screen). Continue to attack knights and civilians and you may find yourself with a three-star wanted level. Knights will seem to come out of nowhere in their attempts to bring you down. Defeat your assailants, then chill out for a while to shed the wanted level.



OVERVIEW

There are six different mini-game challenges located throughout the city, along with several Magic Beans to find. To make this simple to follow, we will begin from the starting position on the left side of the city, work our way around to the back of the city, and then come up the right side to finish it off. Upon reaching the starting position again, you'll have collected every Magic Bean and completed all of the Snapshot challenges.



MAGIC BEAN #1

Approach the sidewalk on the left, then smash the flower vases and newspaper stand for Gold Coins. Walk down the first street to the left (Opal Drive) and you'll see a glowing green marker. This indicates the first challenge and a Magic Bean floating above a yellow horse-drawn carriage. Use any character to first jump up onto the backseat, then again to the top of the carriage to reach the first **MAGIC BEAN**.



Continue to smash the planters around the green marker, then enter the glowing light to accept the first challenge, Family Jewels.



SNAPSHOT CHALLENGE: FAMILY JEWELS

OBJECTIVES:

- Collect all the jewels to earn the Family Jewel Snapshot.

A very large and greedy Troll is looting the museum. Once inside, you notice an exit portal to your right. If you need to get out of the museum, have any character enter this portal and then press the Action button. If you complete the challenge, you automatically exit the museum. The object is not to fight the Troll, but to avoid him. Follow him as he leaves a wide trail of assorted treasures. The more characters that remain alive in your party, the larger the area you can cover while trailing behind the Troll.



You must collect 196 dropped treasures. One hit from the Troll permanently knocks a teammate on his or her rear end! Use any character to lead the team around the display cases while collecting the precious treasures.

Lil' Red seems to move around the museum a little more smoothly than the other characters, so try her if you're having trouble with one of the others.



Once the first floor level is littered with treasures the Troll begins to drop jewels on the top level.

Try to clean the bottom floor while he's on the top floor and vice versa; this helps you keep your distance from the treacherous beast while gathering the loot.



When the top floor is cleaned, the Troll litters the lower level again. This flip-flopping activity happens a couple times until there are no more jewels to drop. When you pick up the 196th piece of treasure, you win! You need just one member of your team to survive to successfully complete this challenge.



Magic Bean?

There are no Magic Beans in the Family Jewel challenge.

BACK IN THE CITY

OBJECTIVES:

- Collect 1 Magic Bean.

On the way back to the main street (Ruby Drive) note what happens when you pass near a manhole cover. Rats push their way out onto the street and begin to attack. They continue to pour out of the sewer until you move away from the manhole. This is a good source of Gold Coins if you stand your ground and fight for a while.



MAGIC BEAN #2

Continue down the street along the left sidewalk, destroying potted plants, light posts, and newsstands as you make your way toward the next challenge.



Jump to the top of the yellow carriage and then leap up to reach the second **MAGIC BEAN** floating above.

Look for the yellow carriage along the left sidewalk. The set of stairs just past it leads to your next Snapshot Challenge, Shopping Spree. Have two members of your team stand on the two yellow pressure switches at the top of the steps. The gate opens and King Harold emerges and offers the challenge...



SNAPSHOT CHALLENGE: SHOPPING SPREE

OBJECTIVES:

- Protect Cinderella while she window shops.



Cinderella's come a long way from her house cleaning days. She no longer does windows; she only shops through them. But this neighborhood is full of muggers. Protect her while she looks for a pair of glass slippers to go with her new fall look.



As you enter the strip mall, the gate to the city locks behind you. The only way out is to complete the challenge or use an exit portal—there's one to the left of the entrance and another in the back-right corner of the mall. As soon as the challenge begins, pick up the **ROTTEN APPLE** to the left and the **HOURGLASS** on the right, then run toward Cinderella.



The health bar in the top-left corner of the screen is Cinderella's. If it completely expires, you fail the challenge. You must prevent the seemingly endless stream of hoodlums from pummeling the princess.



The best strategy is to select Princess Fiona only long enough to use her Slow Time ability, then quickly switch to Shrek and have him belly flop on groups of muggers. Stay close to Cinderella if there are multiple thugs attacking simultaneously, then venture out to defeat enemies once the numbers thin. The attacks come in waves and you can earn several Gold Coins from the fallen foes.



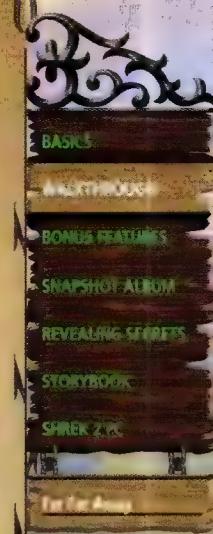
Floating in the middle of the strip mall are two **BLUE POTIONS** (invulnerability), two **RED POTIONS** (health), and a single **ORANGE POTION** (attack power up) at the end of the mall. As with Princess Fiona's Slow Time powers, use these potions only when absolutely necessary.



The challenge ends soon after Cinderella reaches the glass slipper shop in the back-left corner of the mall.



There are no Magic Beans in this challenge.



BACK IN THE CITY

Continue down the left sidewalk and make your way to Lillian Way (the next street to the left). Approach the green marker near the paddy wagon to accept the Humpty Dumpty challenge, Falling to Pieces.



Make your way to the small courtyard between buildings in the middle of the street and defeat the angry mob. Use the TNT Barrel to quickly blast the crowd. It's close to the camera position, on top of the yellow carriage in the middle of the street.



Use the two springboards in the small courtyard to reach another pair of floating eggshells near the tall brick wall.



SNAPSHOT CHALLENGE: FALLING TO PIECES

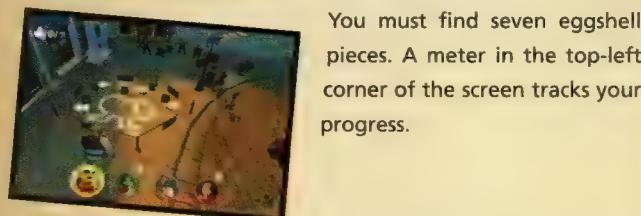
OBJECTIVES:

- Collect 1 Magic Bean.
- Find all 7 of Humpty's pieces to earn a Snapshot.

There's been a horrible egg-plosion! Humpty has broken up, and all the king's horses and all the king's men have struck out. Hopefully your big ogre thumbs can help pick up Humpty Dumpty's eggshell pieces.



As you begin the challenge, you see a gang of peasants across the street and the chalk outline of poor ol' Humpty to your left.



You must find seven eggshell pieces. A meter in the top-left corner of the screen tracks your progress.

Defeat the mob as you make your way to the stairs in the left corner of the street. Use any character (except Donkey) to climb the stairs, then use the springboard to reach the shop's awnings. There's one eggshell to the right of the springboard and two to the left (you must jump from the left awning to the lower awning to reach the furthest eggshell).



MAGIC BEAN #3

Look to the right of the yellow carriage with the TNT Barrel to find another carriage with an HOURGLASS and a ROTTEN APPLE above it. Jump off the back of the carriage to reach the floating MAGIC BEAN.



Use the springboard on the rooftop of the third carriage (all the way to the right) to grab a high-floating eggshell.

Finally, use the springboard by the fence near the courtyard to obtain the last eggshell—it floats above the nearby building's green awning. When you collect the seventh eggshell, you win the challenge, earn the Snapshot, and automatically exit the area back to Lillian Way.



BACK IN THE CITY

OBJECTIVES:

- Collect 1 Magic Bean.

MAGIC BEAN #4

Continue down the street in the same direction you've been going, smashing the vases, lampposts, and newsstands for Gold Coins. When you reach the roadblock in the middle of the street, use the springboard in the median to reach the floating Gold Coins and the fourth **MAGIC BEAN!**



Proceed to the right side of the street and continue smashing objects for Gold Coins, then move into the green marker on the stairs. Have three different characters stand on the three pressure switches to open the gate at the top of the stairs. The switches turn red and King Harold walks down the stairs to offer up a new challenge.



The Pied Piper has arrived and he's gone piping mad! King Harold wants you to get rid of him and all his disgusting vermin.



There are no Magic Beans in this challenge.

This challenge is all about survival. There are two yards with one rat hole per corner. These ferocious rodents continuously pour out of the holes. Your team must defeat them all in each area. Once you clear the first yard, you move on to the next and do the same thing. The best characters to use for this challenge are Shrek (for his belly flopping attack) and Princess Fiona (for her large radius sweep kick attack, which comes as the third move in her attack string). Lil' Red's long-range apple attack is not advised here, as she will be easily overpowered.



When all the rats have been exterminated in the second yard, the Pied Piper makes his appearance. His health meter appears in the top-left corner of the screen. He's a pushover, which is why he had his rats do his dirty work. Hit him once and he's toast! Complete the challenge to earn the Ratical Snapshot.



BASICS

BONUS FEATURES

SNAP SHOT ALL DAY

REVEALING SECRETS

STORYBOOK

SHREK 2 PCS



SNAPSHOT CHALLENGE: RATICAL

OBJECTIVES:

- Defeat 175 Rats to earn the Ratical Snapshot.

ON THE STREETS AGAIN

OBJECTIVES:

- Collect 1 Magic Bean.

MAGIC BEAN #5

Once you're back in the streets again, follow the right sidewalk toward the camera position, then turn right on the first dead-end street (Lillian Way). Use the springboard near the roadblock to reach the floating Gold Coins and the fifth **MAGIC BEAN**.



Continue smashing objects for Gold Coins as you make your way along the sidewalk, continuing up Ruby Drive. Stop at the next green marker under the sidewalk awning. King Harold appears in front of the building and asks you to round up the hooligans running wild in the streets. Accept and accomplish his challenge to earn the Street Brawl Snapshot.



SNAPSHOT CHALLENGE: STREET BRAWL

OBJECTIVES:

- Throw 18 Hooligans in the Paddy Wagon to Win the Street Brawl Snapshot.
- Collect 2 Magic Beans.



Delinquent hooligans are fighting in the streets. Arrest them and throw 'em in the paddy wagon!

HERO TIME™!

This challenge is a *Hero Time*™ challenge exclusively for Shrek. He must corral the 18 hoodlums causing mayhem in the streets. There are also two hidden Magic Beans in this challenge, so make sure you get those before tossing the last thug in the truck.



MAGIC BEAN #6

The closest Magic Bean is all the way to the left, floating above the yellow carriage at the end of the street. Jump up on the back seat of the carriage to reach the top, then leap for the hovering sixth **MAGIC BEAN**.



MAGIC BEAN #7

Head all the way to the right side of the street and find the springboard in front of a doorway. Use it to reach the red awnings above. Jump from one awning to the next, heading to the left. The seventh **MAGIC BEAN** floats above the corner awning.



Before getting into the brawl with the hoodlums, find the **RED POTION**—it's inside the planter in front of the stairs to the left

of the paddy wagon alley. Wait to use this health power-up until you really need it; don't waste it when you've lost just a little health.



The task of gathering the hoodlums is an easy one, but it does take some time. Use belly flops to stun groups, then pick up each one and aim and throw them in the back of the paddy wagon at the end of the alley. Once you have all 18 men confined, you win the challenge and earn another Snapshot.



BACK ON THE BEAT

OBJECTIVES:

- Collect 5 Magic Beans.



MAGIC BEAN #8

Back on Ruby Drive, continue to follow the right side of the street toward the camera position. Look for the Magic Bean hovering above the street (pull the camera back to help spot it). Wait for the horse-drawn carriage to drive nearby, then hop onto the back of the buggy when it stops beneath the bean (or at least pauses within jumping distance of the magical fruit). You may need to move other party members from the road to allow the carriage to travel along the street. Jump from the top of the carriage to the eighth **MAGIC BEAN**. Using Lil' Red makes this jump very easy.



MAGIC BEAN #9

Jump onto the top of the yellow carriage that's parked nearby. Leap from the top of the carriage to the ninth **MAGIC BEAN** floating above.



MAGIC BEAN #12

Next, find the springboard near the dead-end on the same side street as the previous Magic Bean locations. Use it to reach the floating Gold Coins and the final **MAGIC BEAN** in this level.



MAGIC BEANS #10 & #11

Continue up the road in the same direction, then turn down the first side street you come to. Walk up the stairs and have one character stand on the pressure switch to open the gate at the top. Remain on the switch, then switch control to another character, walk through the gate, and step on the second pressure switch. This holds the gate open and allows the first character to leave the first switch and enter the small courtyard. **MAGIC BEANS #10 & #11** are in the back corners of this area.



The green marker for the final Far Far Away challenge is near Magic Bean #12. Enter the green marker and accept King Harold's fowl challenge.



SNAPSHOT CHALLENGE: FRIAR FAT BOY



OBJECTIVES:

- Throw 12 chickens back into the coop to earn the Friar Fat Boy Snapshot.



LEAVING FAR FAR AWAY

There has been a fowl catastrophe. The Friars Fat Boy truck has overturned!



Once you have completed all the challenges in Far Far Away, walk up to King Harold in any of the locations where he appears, speak with him, and then choose the option "Go To Next Level" to exit the city and complete the level.

- BASICS
- WALKTHROUGH
- BONUS FEATURES
- SNAPSHOT ALBUM
- REVEALING SECRETS
- STORYBOOK
- SHREK 2 PC

The Far Away





OGRE KILLER

After a long day of saving fried chicken, stopping an inner-city riot, and helping a wannabe princess get her shopping done, our hero headed back to the King's castle for a good night's sleep. Poor Shrek's evening would take a turn for the worse, as he stumbled across Princess Fiona's childhood diary.



A devastated Shrek spent the night reading about Princess Fiona's dream of marrying a handsome Prince with washboard abs, a chiseled chin, impeccable hygiene, in short...



The Anti-Shrek. Tired of being green and feeling ugly, Shrek decided to take a walk in the woods. As his friends tried to cheer him up.



3 SNAPSHOTS

- One Life Down, Eight to Go
- Only Three Cat Lives Left
- Nice Kitty!



PUSS IN BOOTS™ BATTLE

ROUND ONE: ONE LIFE DOWN, EIGHT TO GO

OBJECTIVES:

- Go one round with Puss in Boots.



This mission is a very short one, and is similar to Princess Fiona's *Hero Time™* in the first level. You are given control of all your characters, but only one at a time, and you really don't move from your spot (that is, you don't move using the analog stick). This is a timed button-mashing challenge. Press the buttons matching the falling icons as they pass over the question mark circle above the characters' heads.



The challenge is a four-on-one—your team against Puss in Boots. The battle button presses become dodge or attack maneuvers. If you miss a dodge button press, Puss in Boots will land a successful sword attack. Each character can withstand only a couple of attacks before he or she faints.



The meter in the top-left corner gauges Puss in Boots' health. Each time you complete a correct offensive button press, your character strikes the cat and a little health is taken from his meter.



The order of character turns is as follows: Shrek, Donkey, Gingerbread Man, and Lil' Red, before starting with Shrek again. If any character faints, his or her turn is skipped. So, you have a better chance of taking down Puss in Boots with all of your characters standing and waiting for another swing at him.

It's more important to land the defensive button presses than nailing all of the offensive variety. After all, it's better to be left standing than to land all your attacks.



If everyone on your team gets licked, the challenge starts from the beginning again, no matter which round you were in when you failed.



PS2: X (x4), Circle (x6), X and Circle combos (x4)

XBOX: A (x4), B (x6), A and B combos (x4)

GAMECUBE: A (x4), X (x6), A and X combos (x4)



PS2: X (x4), Triangle (x6), X and Triangle combos (x4)

XBOX: A (x4), Y (x6), A and Y combos (x4)

GAMECUBE: A (x4), Y (x6), A and Y combos (x4)



PS2: X, Square, Triangle, Circle, Pause, X, Square, Triangle, Circle, X, Square, Pause, X, X, Square, Square, Triangle, Triangle, Circle, Circle

XBOX: A, X, Y, B, Pause, A, X, Y, B, Pause, A, A, X, X, Y, Y, B, B

GAMECUBE: A, B, Y, X, Pause, A, B, Y, X, Pause, A, A, B, B, Y, Y, X, X



If you hit Puss in Boots successfully with each opportunity you're given, he will hit the ground as Shrek kicks him during his second turn. (If the cat does not go down, the round continues in the same fashion until he does.) A cinematic shows Puss in Boots return to his feet (uh, paws) as he says, "One life down, eight to go!" You now receive the One Life Down, Eight to Go Snapshot. This ends the first round.



DONKEY

BASICS

BONUS PRATICE

SNAPSHOT ALBUM

REVEALING SECRETS

STORYBOOK

SHREK 2

FIRST ROUND BUTTON PRESSES

PS2: X (x4), Square (x6), X and Square combos (x4)

XBOX: A (x4), X (x6), A and X combos (x4)

GAMECUBE: A (x4), B (x6), A and B combos (x4)



ROUND TWO: ONLY THREE CAT LIVES LEFT

OBJECTIVES:

- Go one round with Puss in Boots.



Crank it up

Turn up the music and tap out the button presses to the beat of the music. The accents in the music fall closely on the timing of the button presses.

SECOND ROUND BUTTON PRESSES



PS2: X, Circle, X, Square, X, Circle, X, Square, X, Circle, Triangle, pause, X, Circle, Triangle, X, X, Circle, Triangle, X, Circle, Triangle, Square, Square

XBOX: A, B, A, X, A, B, A, X, A, B, Y, pause, A, B, Y, A, A, B, Y, A, B, Y, X, X

GAMECUBE: A, X, A, B, A, X, A, B, A, X, Y, Pause, A, X, Y, A, A, X, Y, A, X, Y, B, B



PS2: X and Square combo (x2), X and Square and Triangle combo (x2), Pause, X and Square combo (x2), X, Square, Square

XBOX: A and Y combo (x2), A and X and Y combo (x2), Pause, A and X combo (x2), A, X, X

GAMECUBE: A and B combo (x2), A and B and Y combo (x2), Pause, A and B combo (x2), A, B, B



PS2: X and Circle combo (x2), X and Circle and Triangle combo (x2), pause, X and Circle (x2), X, Circle, Circle

XBOX: A and B combo (x2), A and B and Y combo (x2), Pause, A and B (x2), A, B, B

GAMECUBE: A and X combo (x2), A and X and Y combo (x2), Pause, A and X combo (x2), A, X, X



PS2: X, Square, X, Circle, X, Square, X, Circle, X and Square and Triangle combo (x2), X, X, Square, Triangle, X, X, Square, Triangle, Circle, Circle

XBOX: A, X, A, B, A, X, A, B, A and X and Y combo (x2), A, A, X, Y, A, X, Y, B, B

GAMECUBE: A, B, A, X, A, B, X, A and B and Y combo (x2), A, A, B, Y, A, B, Y, X, X



If you hit Puss in Boots with almost every chance you are given, the first part of the battle ends with Donkey's second turn in round two (all players' moves repeat in a round). You receive the Snapshot for *Only Three Cat Lives Left*.



ROUND THREE: NICE KITTY!

OBJECTIVES:

- Go one round with Puss in Boots.

The battle picks up in the next round with whichever character follows the one that knocked Puss in Boots down. Puss in Boots retains the same amount of health he had at the end of the last round. The button presses for Shrek and Donkey are exactly the same in this round, as are the moves for Gingerbread Man and Lil' Red...



PS2: Square and Circle combo (x2), X, Square and Circle combo (x2), X and Square and Triangle combo (x3), Triangle (x2), X and Square and Circle (x2), Square and Circle

XBOX: X and B combo (x2), A, X and B combo (x2), A and X and Y combo (x3), Y, Y, A and X and B combo (x2), X and B

GAMECUBE: B and X combo (x2), A, B and X combo (x2), A and B and Y combo (x3), Y, Y, A and B and X combo (x2), B and X



When Puss in Boots goes down in the third round, he's down for good. Even better, this tough little kitty now joins your team! He says he can take you to the Grande Fairy Madre (Fairy Godmother).



THIRD ROUND BUTTON PRESSES



PS2: Square and Circle combo (x2), X, Square and Circle combo (x2), X, X, Triangle, Triangle, X, X, Triangle, Triangle, X, Square, Circle, X, Square and Circle combo (x2)

XBOX: X and B combo (x2), A, X and B combo (x2), A, A, Y, Y, A, A, Y, Y, A, X, B, A, X and B combo (x2)

GAMECUBE: Band X combo (x2), A, B and X combo (x2), A, A, Y, Y, A, A, Y, Y, A, B, X, A, B and X combo (x2)





ALKING THE PATH

And so hoping to solve Shrek's problems, our gang moved forward to Fairy Godmother's house, which was known for two things, its pre-war colonial charm and the impossibility of getting inside without an appointment.



7 SNAPSHOTS

- Pumpkin Pie
- Name's William Gruff
- I Love Tin Cans
- Troll Trouble
- The Waterfall
- 12 Magic Beans
- Eyeballs (50)

TO JACK & JILL'S FARM

OBJECTIVES:

- Collect 4 Eyeballs.
- Defeat the Pumpkins (Pumpkin Pie Snapshot).

The only appointment with Fairy Godmother today is Lil' Red's. There's also a package expected from Jack & Jill's farm. Puss in Boots suggests the team visit the farm to get the package and hopefully bypass the guard by delivering it themselves.



The adventure begins on a dirt path in front of Fairy Godmother's. In this level, Eyeballs and Magic Beans are on the collection list. Although you can expect the usual 12 beans, you must find a whopping 50 Eyeballs—all of which come from defeated snails; you won't just find them lying around this time.

Shell the two snails to obtain four **EYEBALLS** before reaching the first roadblock. Pull the lever on the left side of the road to retract the spinning spike cylinders, then cross the bridge and break the log to reach the cursed pumpkins. Per King Harold's request, Fairy Godmother has cast a spell on the orange crop in an attempt to foil Shrek's quest.





Select Puss in Boots and take the floating **BLUE POTION**, which makes the team invulnerable for a limited time.



Puss in Boots has a great spinning catfight attack. Jump in the air and press the Attack button to perform this maneuver; it's great for slicing through gourds! Focus your attack on the mother pumpkin—she continually spawns babies until destroyed.



As you attack, her health bar (in the top-left corner) depletes. Drain the meter completely to finish her off, then clean up by eliminating the little possessed pumpkins. Attack in this manner each time you encounter this type of group; and trust us, there'll be plenty of opportunities. Defeat the pumpkins to reach the first Checkpoint and earn the Pumpkin Pie Snapshot.



As Shrek, pick up the large Shrek Gear (beyond the Magic Bean on the left) and place it below the other one just like it in the log mover. Once the Shrek Gear is in place, the logs rise from the road, allowing the team to reach the T-intersection...



10 EYEBALLS

Standing in the T-intersection, notice the five snails slithering about (the one at the far end of the left pathway is hard to see from this location). Smash them to collect 10 more **EYEBALLS**.



TEAMWORK

Use Donkey to Burro Blast the horseshoe padlock on the gate that stands between you and the enclosed yard at the T-intersection.



FIRST CHECKPOINT

OBJECTIVES:

- Collect 10 Eyeballs.
- Collect 2 Magic Beans.

MAGIC BEAN #1

The first **MAGIC BEAN** is right in the middle of the road as you pass through the now opened gates—many of the Magic Beans in this level are quite easy to find.

MAGIC BEAN #2

Before moving past the roadblock, turn back to the T-intersection, then continue over the small bridge to defeat the rest of the snails for more Eyeballs.



When the spiked barrel in the yard stops spinning, select Shrek, enter the yard, pick up the barrel, and throw it. A rat pops out as it shatters. Defeat the rodent, take his Gold Coins, and then pick up the Shrek Gear near the front door of the cabin.



Squash the small pumpkins under the tightrope in front of the second cabin. Switch to Shrek and have him walk out on the end of the teeter-totter that's closest to the camera position.



Select Puss in Boots and jump up on the stump in the road to the right of the T-intersection. Press the Special Ability button and walk along the coin-lined rope. Pull the lever on the next stump to lower the road hazard, then perform a jumping spin attack on the small pumpkins before your team catches up with you.



Next, have Puss in Boots jump onto the end closest to the tree stump. When you've achieved enough air, land the cat on the tall stump. If Shrek performs a jumping belly flop on his end, Puss in Boots will sail to the top of the stump in a jiffy! Walk the tightrope to the next stump. There are two **GOLDEN EGGS** along the rope, and the second **MAGIC BEAN** is above the next stump. Jump off and return to the T-intersection.



Tightrope Walker

Once Puss in Boots is on a rope, you can let go of the Special Ability button and the "acrocats's" footing will hold. If you jump while on the rope, you must press the Special Ability button again to land on the rope. Fail to do this and the kitty falls to the ground.



SECOND CHECKPOINT: THE WILLIAM GRUFF CHALLENGE

OBJECTIVES:

- Accept William Gruff's Challenge.
- Collect 1 Magic Bean

Break the log blocking the road and jump up to reach the **GREEN POTION**. The potion transforms the crowd of angry peasants into... a crowd of angry frogs! This is only a temporary spell, so defeat as many frogs as you can before they turn back into surly, resilient peasants.



THE INTERSECTION

There's another log mover to the right of the new T-intersection. The Shrek Gear needed to operate the mechanism is in the nearby yard, which is locked with a horseshoe padlock. To the left of the T-intersection are a TNT Barrel, a bridge, another spiky roadblock, and a tightrope strung across two stumps. The lever to lower the spikes is on the furthest stump. Beyond the spikes are small cursed pumpkins, some angry peasants, and William Gruff (the timid goat).



Attack the pumpkin patch. Have Puss in Boots concentrate on the largest one while the others deal with the small gourds. Just beyond the cursed pumpkins is another teeter-totter. Again, use Shrek on the far end and place Puss in Boots on the side closest to the neighboring stumps.



MAGIC BEAN #3

Spring from the end of the teeter-totter to the top of the nearest tree stump. Cross the tightrope, then jump for the **GOLDEN EGG** floating above. Walk through the third **MAGIC BEAN** just before reaching the final stump with the lever. Pull the lever to lower the spikes in the road ahead. This secures the next checkpoint.



LEFT AT THE INTERSECTION



Use Shrek to pick up the TNT Barrel near the bridge. Some rats attack when you go for the barrel, so throw a couple at them and then carry a barrel across the bridge.



As Puss in Boots, cross the tightrope between the two stumps, then pull the lever at the other end. This lowers the spikes that stand between your party and the patch of cursed pumpkins.



Select Shrek, then aim and throw the TNT Barrel in the middle of the cursed pumpkins. Return for another regenerating TNT Barrel and do the same with the group of peasants at the end of the road.



Have your party finish off the survivors of the blast, then approach the goat (William Gruff) and accept his request to be escorted across the bridge (not the little one you just crossed, but a larger one ahead). Run back to the T-intersection and defeat the rats before they nip at William Gruff.



you, yes, yes. The name's William Gruff, and

ROADBLOCK SPROCKET



Use Donkey to Burro Blast the horseshoe padlock on the gate to the small cabin.



When the spiked barrel in the yard stops spinning, have Shrek pick it up and throw it. Defeat the rat that escapes the shattered barrel. Still as Shrek, pick up the Shrek Gear in the yard and place it below the larger one on the log mover (located to the right of the T-intersection).



MAGIC BEAN #4

With the cabin's gate open, Puss in Boots can now jump to the pile of wood along the right wall and leap up to the top of the tree stump to claim the fourth **MAGIC BEAN**. You reach another checkpoint when the party passes the roadblock.



THIRD CHECKPOINT: CROSSING THE BRIDGE

OBJECTIVES:

- Get William Gruff Across the Bridge.
- Collect 2 Magic Beans.
- Collect 12 Eyeballs.

Defeat the three snails on the bridge to earn six more **EYEBALLS**, then attack the large pumpkin while the rest of your team fights the smaller ones—all the while keeping William Gruff safe throughout the commotion. The best characters to use to defeat the large pumpkin are Puss in Boots (for his jumping sword attack) and Donkey (using his Burro Blast). If you don't take out the large pumpkin, it will just keep spawning smaller ones, so destroy it quickly.



MAGIC BEAN #5

William Gruff runs to the next bridge, which is currently blocked by a breakable log. On the plateau between the two bridges are a chest full of Gold Coins, a **RED POTION** to recover from the last battle, and the fifth **MAGIC BEAN**. Take the items, break the log, and continue across the bridge.



Defeat the pumpkins at the end of the bridge, then destroy the three snails for six more **EYEBALLS**. Smash the three small pumpkins in front of William's home—if he makes it this far alive, he will enter his yard and the challenge will be complete.



If William is not in your party anymore, backtrack along the road to where you originally found him, then lead him back to his home (which will be much easier now that the route is clear). When he enters his yard, you receive the "Name's William Gruff" Snapshot.



MAGIC BEAN #6

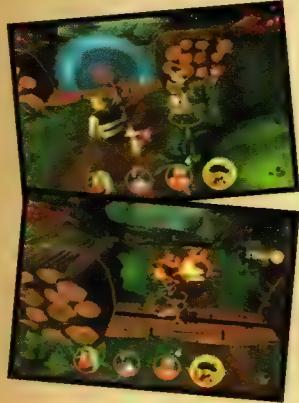
When William Gruff opens his gates, follow him into the yard and collect the three **GOLDEN EGGS** and the **MAGIC BEAN** floating above his little garden. Exit the yard and cross the small bridge over the brook to reach the next checkpoint.



FOURTH CHECKPOINT

OBJECTIVES:

- Collect 4 Magic Beans.
- Collect 12 Eyeballs.



Pull the lever beside the saw blade to lower the obstruction. Defeat the small pumpkins and break through the log in the road.

Pound the two snails to obtain four more **EYEBALLS**, but be careful not to run into the nearby saw blades that are blocking the road. At this point, you should have 30 Eyeballs and six Magic Beans.



Since Puss in Boots is pretty quick on his feet and can hold his own in a fight, have him run past the moving saw blades and pull the lever on the other side to lower the blades. This allows the rest of the party to join the fight with the quickly advancing peasants.



MAGIC BEAN #7

Use the springboard to reach the top of the tree stump where the seventh **MAGIC BEAN** is located.



A RIVER RUNS THROUGH IT



A very narrow river divides the continuing pathway. Take Donkey down the left road and defeat the pumpkins. Blast the horseshoe button on the log crane. This lifts the log blocking the road to the right.



MAGIC BEANS #8 & #9

Now that the path is clear, move your party in that direction and defeat the pumpkins. A few stumps of various sizes now remain where the log roadblock used to be. Jump from one stump to the next to claim two more **MAGIC BEANS!**



FIFTH CHECKPOINT

Again, have a fast and nimble character, such as Puss in Boots or Gingerbread Man, run past the triple saw blades and pull the lever on the other side to secure safe passage for the rest of the team.



BASICS
WALKTHROUGHS
BONUS FEATURES
SNAPSHOT ALBUM
REVEALING SECRETS
STORYBOOK
SHREK 2 PC

MAGIC BEAN #10

The tenth **MAGIC BEAN** is atop a stump on the opposite side of the river. Use Puss in Boots to cross the tightrope ahead and jump onto the logs (that were removed from the road on the right). Continue jumping toward the camera position to locate the bean above a stump.



While in the left side of the river, pull the lever near the saw blade to roll a trunk over the blade blocking the road on the right side of the river. Have Puss in Boots cross the tightrope again to help the team defeat the peasants. Use the **BLUE POTION** from the stump to assist in the battle.



When the spiked barrel stops spinning, have Shrek pick it up and throw it down. Defeat the rat, take the Gold Coins, smash the chest for the **RED POTION** inside, and then get past another set of saw blades to reach the next checkpoint.



SIXTH CHECKPOINT

OBJECTIVES:

- Collect 1 Magic Bean.
- Collect 4 Eyeballs.

ANOTHER RIVER RUNS THROUGH IT



Smash through the log road-block and select Puss in Boots to run past the double saw blade. The villagers on the other side of the blades can be dealt with easily by picking up the nearby **GREEN POTION**. While they are hopping around on the ground as little frogs, pull the lever to lower the blades. This allows the rest of the team to help you defeat the frogs.



PAY THE LEPRECHAUN DOORKEEPER

Pay 200 Gold Coins to the leprechaun at the end of the road and he'll open the large door. This allows you to reach yet another checkpoint.



Have Shrek pick up the TNT Barrel on the small bridge and heave it at any peasants who may have transformed back into human form.



You have now reached another area where the river splits the road into two parts. Once again, Donkey must follow the left road to the log crane, then Burro Blast the horseshoe button to clear the road on the right.



MAGIC BEAN #11

As Puss in Boots, cut through the pumpkins along the road on the right, then walk across the tightrope spanning the narrow river to collect another **MAGIC BEAN**.



Once the brave kitty is back on the road with the rest of your party, head for the next tightrope. Cross the river and pull the lever. A log will roll over the saw blade on the right, which is preventing your party from advancing further. Cross back over the tightrope and help the team smash the two Snails to collect four more **EYEBALLS**.



Pull the lever on the right side of the road to lower the saw blades in the road on the left. Cross back over the previous tightrope and defeat the pumpkins. Pull the lever near the bridge to lower the spikes in the road. Cross the bridge and help your buddies conquer the peasants.



THE SHREK GEAR



As Shrek, move across the small bridge, then take the Shrek Gear from the road on the left and carry it to the roadblock up ahead. Place the small Shrek Gear under the larger one to lift the logs from the road. You've just reached another checkpoint.



SEVENTH CHECKPOINT: I LOVE TIN CANS

OBJECTIVES:

- Escort the Goat across the bridge (*I Love Tin Cans Snapshot*).
- Collect 1 Magic Bean.
- Collect 8 Eyeballs.
- Defeat the Troll for the *Troll Trouble Snapshot*.

Talk to the goat beside the road. Like William Gruff, he wants to be escorted through the perilous path ahead. Accept his challenge, or clear the route first and then come back for him when all is safe.



MAKING THE BRIDGE ACCESSIBLE



Switch to Puss in Boots and attack the small cursed pumpkins blocking the bridge. Walk across the tightrope and defeat the pumpkins near the lever before pulling it. The spikes in the bridge retract when you give the lever a tug. Move to the right side of the bridge (near the spike holes) and the rest of the team joins you.



MAGIC BEAN #12

Jump up onto the short bridge support just beyond the road-spike lever. Leap left over the gap and to the long and narrow, pumpkin-laden ledge. Defeat the pumpkins and collect the last **MAGIC BEAN** at the end of the long hillside ledge.



Jump back to the bridge and assist your team in their battle against the pumpkins. Smash the two snails to collect four more **EYEBALLS**.



Have Shrek pick up and throw the spiked barrel (or use Donkey's Burro Blast to kick it), then continue across the bridge as Puss in Boots and lay waste to the large pumpkin at the end (or have Donkey Burro Blast it a few times).



Bust open the last two snails on the plateau at the end of the bridge to collect the final four **EYEBALLS** and receive the Eyeball Snapshot. Leave the Shrek Gear on the plateau alone for now; it's best if Shrek has his hands free when fighting the pumpkins on the bridge ahead.



Still as Puss in Boots, cross the tightrope to the ledge on the left. Pull the lever to lower the spikes on the bridge, then cross over the next tightrope to help your team defeat more pumpkins.





Crazy Larry's Leprechaun Shop

If you don't look closely, you may walk right by the leprechaun on the ledge to the right of the bridge near the spike hazard. The little green guy blends right in with the grass. Use Puss in Boots to jump from the bridge, over the gap, and to the leprechaun's ledge. Try to purchase all three items he offers: **Regenerate 8 Hit Points per Minute** (1200 Gold Coins), **+6 Hit Points** (4000 Gold Coins), and **+4 Attack** (1300 Gold Coins). Jump back to the bridge to continue your mission.



Use Donkey's Burro Blast to kick the horseshoe button on the log mover. This lifts the logs and allows you to reach the next bridge. Destroy the chest for Gold Coins and find the **RED POTION** near the next pulley system roadblock.



I Love Tin Cans Snapshot

The plateau between Donkey's roadblock and Shrek's gear-operated log mover is where you must deliver the goat to receive the "I Love Tin Cans" Snapshot. If he is not in your party anymore, return to the spot where you originally encountered him, then lead the goat to this plateau to complete his Snapshot challenge.



As Shrek, return for the small Shrek Gear on the previous plateau, then head back to the current roadblock. Place the Shrek Gear in the correct position below the large Shrek Gear to remove the logs from the bridge.

TROLL TROUBLE

There's a cabin at the end of the bridge. In front of this woodland abode is a poor defenseless goat, tied to a mill saw. Holding this goat's life in his clutches is a large, ugly, blue Troll. In the cut-scene, Donkey rescues the goat, but it's your job to save your team from the bomb-tossing, mace-swinging Troll.



Anyone can defeat the Troll, but it's most easily accomplished with Donkey (Burro Blast the bomb) or Shrek (pick up and throw the bomb). When the Troll rolls a large bomb out into the yard, punch it, kick it, or throw it back at him just before it explodes. Listen to the beeping sound to determine when the bomb is going to blow. The faster the beeping, the sooner it will detonate.



If you kick the bomb back to the Troll too early, he will knock it back to you before it explodes. Clear away from the bomb if it's about to blow—it only takes two mistakes to put down a team member for good.

Using the bomb attack is the only way to damage the Troll, so don't waste your time trying to physically strike the beast. Getting anywhere near him is a dangerous affair. One swipe of his mace permanently clobbers anyone in your party.



After a successful bomb attack, the Troll's health bar appears and he begins to chase you around the yard a bit. He also spits out a **RED POTION**. Stay clear of him the best you can. Once he settles back down, he tosses another bomb.



Make sure the bomb explodes close to the Troll! The big beast goes down after three successful attacks, earning you the "Troll Trouble" Snapshot and triggering the final checkpoint.



There are a few ledges where you can get sidetracked on an alternative goal: obtaining all the Gold Coins. However, there's nothing as important as Magic Beans or Eyeballs left to collect, so just concentrate on reaching the top of the waterfall.



The fish that jump over the tightropes are your main concern. You will fall if they hit you. Make it a practice to stop before each tightrope and watch the fish's movement patterns, then make your move when it's safe to do so. You can always stop while on the rope and wait for the fish to jump over; there's no rush.



You encounter a few pumpkins on the way, but they're no match for Puss in Boots's jumping wild-cat attack!



If you just keep looking for the next springboard or higher ledge or tightrope while watching out for those fish, you'll be at the top of the waterfall in no time. For upgrading reasons, try to collect as many Gold Coins as you can (and don't miss that **GOLDEN EGG** either).



HERO TIME™! PUSS IN BOOTS



The large waterfall across the next bridge is full of slippery ledges, tightropes, and springboards. The elevator is stuck and there's no easy way up. Sounds like a job for Puss in Boots! Yes, indeed... It's Hero Time™!





JACK AND JILL'S FARM

And so, our heroes found themselves overlooking miles of rolling farmland. For it seems the water Jack and Jill went up the hill to fetch, had magical properties. Despite Jack's broken crown and a possible skull fracture, he and Jill realized organic farming could make them a lot of gold.

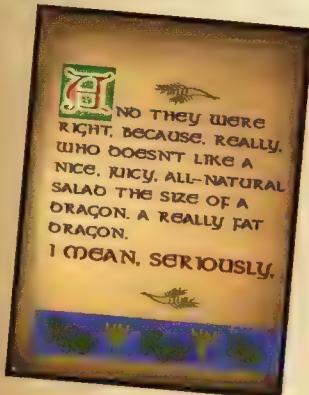


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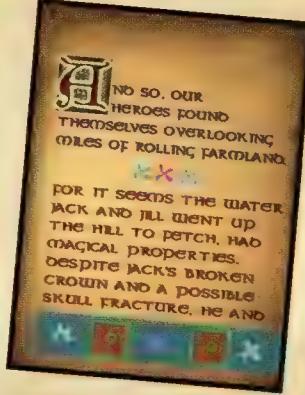
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NO THEY WERE
RIGHT, BECAUSE, REALLY,
WHO DOESNT LIKE A
NICE, JUICY, ALL-NATURAL
SALAD THE SIZE OF A
DRAGON. A REALLY FAT
DRAGON.
I MEAN, SERIOUSLY.



LOOK AT THOSE
CARROTS...
THAT'S A BIG SALAD.



NO SO, OUR
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PLAYABLE CHARACTERS



SNAPSHOT CHECKLIST

7 SNAPSHOTS

- Scrambled Eggs
- Stalk of Trouble
- Chicken Ho-down

- Needle in a Haystack
- Killer Tomatoes
- 12 Magic Beans
- Worms

DOWN ON THE FARM

OBJECTIVES:

- Collect 1 Worm.
- Collect 2 Magic Beans.

MAGIC BEAN #1

You begin this level in the small apple orchard of a farm. The first **MAGIC BEAN** is in the bottom-left corner of the field (toward the camera position).



WORM #1

Similar to the previous level, you have two groups of items to collect. This time it's Magic Beans and Worms. Slice through the large carrots blocking the gate to the next field. There's a very large apple in the bottom-right corner of the second field. Chop the apple and a worm falls out. You don't automatically collect the **WORM**, so make sure to walk over it to pick it up.



KICKING COWS

To the left of the gate is a sleeping cow. Kick the cows to wake it up, then continue to slap it until it stands in front of the cow gate and kicks it open. Take the **COOKIE** power-up to the right of the gate.



SAW BLADE LANE



Attack the three pitchfork-wielding peasants, then chop down the carrots in each of the following corners. Look behind the carrots on the right to find a crate.



Use Shrek to carry the crate to the left of the giant saw blade blocking the pathway, then set the crate down beside the wooden platform.



MAGIC BEAN #2



Switch to Gingerbread Man and hop on top of the Shrek crate and to the top of the wooden platform. Jump up to collect the **MAGIC BEAN** floating above the platform, then jump again and throw a candy cane at the distant bull's eye target to lower the saw blade.



Find the **COOKIE** power-up on the continuing dirt pathway. Still as Gingerbread Man, throw a cookie to the bees, then sprint past the swarm as they devour your sweet distant cousin.





When you reach the clearing, your party is greeted by the Three Little Pigs. Gingerbread Man blasts the swine for not being Jack and Jill, but the trio simply explains that they are taking care of the place while Jack and Jill are on vacation. Shrek slyly accepts the offer to help with the chores, as long as one of them involves a trip to Fairy Godmother's place. When the cinematic ends, you reach the next checkpoint.



CHALLENGE OVERVIEW

The courtyard in front of Jack and Jill's farmhouse is a hub of sorts. Indeed, this level is similar to Far Far Away. There are multiple challenges around that you can take in any order, and there are items to find around the farm outside of those challenges. To keep things organized, we will start with the pathways to the right of Jack and Jill's house, then move on to the challenges found down the trails to the left. The pathways leading from the courtyard are all labeled with signs; they are: **Jack's Well**, **Haystacks**, **Bean Stalk Ahead**, **Coop**, and **Cornfield**. Look for these headers in the following strategy to find help where you need it.



JACK'S WELL



OBJECTIVES:

- Collect 2 Magic Beans.
- Reach the water bucket to earn the Killer Tomatoes Snapshot.

HERO TIME™! GINGERBREAD MAN



Follow the first trail to the right as you enter the courtyard from the bee-infested pathway (also identified by the "Jack's Well" sign). At the end of the path, you encounter one of the three pigs. He says they need help gathering water from the top of the hill. Accept the challenge and Gingerbread Man will enter the gates alone for his very first Hero Time™ challenge.



You must make your way up the hill while avoiding the giant, rolling tomatoes. As soon as one splatters on the center gate, run up the hill and into the yard to the left. Collect the Gold Coins while you wait for the next opportunity to continue your sprint uphill.



As soon as the next tomato rolls by, run up the hill and into the small watermelon nook on the right. As the next tomato rolls by, dash into the open yard at the top of the hill.

Run to the daisy-filled gorge and jump on the lowest, closest, yellow daisy. Release the analog control stick the moment you see your shadow over the flower. This prevents Gingerbread Man from accidentally running off the other side and into the gorge below. If you perish at any point during this challenge, you must start at the beginning again—at the bottom of the hill.



Jump from daisy to daisy, working your way to the left to reach the **GOLDEN EGG** on the tallest flower. Jump down to the ground and start the daisy jumping again from the lowest yellow daisy. This time, work your way to the right to get the second **GOLDEN EGG** on the tall white daisy on the right. Next, perform the jumps once again to reach another pathway. Jump to the path as soon as you see a gap between the rolling tomatoes.



Run into the first yard to the right and collect the Gold Coins, then dash out and into the next yard to the left. When it's safe, proceed quickly into the clearing at the top of the hill.



Gingerbread Man's boomeranging candy cane attack is devastating to small pumpkins. Jump in the air and let the candy fly.

The sugary cane bounces from one pumpkin to another, taking them out with one hit. Do this a few times and pumpkin pie will be back on the menu, boys!



MAGIC BEAN #3

Jump from daisy to daisy in the next gorge to reach the **MAGIC BEAN** and the **GOLDEN EGG** (just like you did with the daisies in the previous gorge). The bean is on the left side and the egg is on the right.



As soon as a group of three rolling tomatoes fall into the gorge, jump from the yellow daisy to the hillside trail. You can hop the broken fence on the left to enter the yard for protection. If you can make it into the open nook on the left beyond the broken fence, then this is also a great place to wait. Seize your next chance to sprint to the top of the hill and run through the line of rolling tomatoes.



MAGIC BEAN #4

Again, jump on top of the lowest daisy (the one closest to the next uphill trail). Jump from daisy to daisy, heading back toward the camera position to find the **MAGIC BEAN** on a tall flower.



Now simply dash up the hill and tag the water bucket near the well to complete the challenge. You have just earned the Killer Tomatoes Snapshot!



THE COOP

OBJECTIVES:

- Complete Scrambled Eggs.
- Collect 3 Magic Beans.

REACHING THE COOP

Each time you complete one of the pig's chores, you start again at Jack and Jill's house. Head to the right and enter the pathway marked "Coop" and "Bean Stalk Ahead."



MAGIC BEAN #5

Select Puss in Boots and jump up to either wooden platform beside the fishpond. Avoid the jumping fish while walking to the middle of the tightrope, then jump to grab the **MAGIC BEAN**. Land on the tightrope and rejoin your group on the ground.



Still as Puss in Boots, jump onto the short wooden platform on the left side of the spinning saw blade. Pounce to the higher platform and cross the tightrope to reach the saw blade cut-off switch. You must leap over the thorns growing on the tightrope. If you touch one, you will fall into the saw blade below. Also remember to always press the Special Ability button to land your jump so you'll land on the blade. Pull the lever and perform a jumping spinning attack on advancing pumpkins below.



Have Shrek grab the crate from behind the saw area and drop it before the wooden platforms to the left of the spinning saw blade. Use either Puss in Boots or Gingerbread Man to jump to the top of the platform and pull the saw blade lever.



Attack the peasants and the pumpkins in the next yard. If you're using Gingerbread Man, throw candy canes at them. Find the **COOKIE** power-up in the left corner, near the horseshoe-padlocked gate.



Use Donkey to Burro Blast the horseshoe padlock. The entire gate shatters into pieces. Pull the lever in the corner to the right to stop the last saw blade from spinning. Attack the pumpkins that advance from the bottom of the hill behind the saw, then perform a Burro Blast on the spiked barrel.



MAGIC BEANS #6 & #7



Switch Puss in Boots to walk the tightropes stretched across the chicken pen at the bottom of the hill. You must hop over thorns and jump from one line to the next, which is easier than it looks at first (the game is very forgiving when it comes to bad jumps). Just remember to press the Special Ability button again to land your jump on the next line. You will find three **GOLDEN EGGS** and two **MAGIC BEANS** above these three tightropes.



Return to the top of the hill and cut down the carrots in the next field to find the sleeping cow. Knock her around a bit until she gets up, walks down the hill, and stops near the swarm of bees under the tightropes.



Have Gingerbread Man throw a cookie to the bees, then kick the cow to coax her into bashing the gate to the chicken coop. Enter the coop and talk to the pig to accept the next chore.



SCRAMBLED EGGS

The little pig at the chicken coop says his chicken, Bertha, doesn't know when to stop. It's raining eggs! He wants you to catch as many of the eggs as you can so he can take them to market.



OR



Select a quick character when this challenge begins. The entire team is working together and will do so without your help. All you need to do is control one of them to accomplish this chore (it's not necessary to try to control multiple characters in quick succession). Choose either Puss in Boots or Gingerbread Man for this one.

You have a minute and 29 seconds to complete the challenge. The four chickens at the far end of the coop shoot eggs up in the air, and you must catch them in your basket. Look for the blue glowing light on the floor in front of or behind your character. This indicates where you should be standing to catch an egg in your basket. You should place your character's feet in the blue circle, not the basket!



The number of eggs you catch is displayed at the bottom of the screen beneath your character, and your team must catch a total of 105. This means you need to hustle. The average

STALK OF TROUBLE

OBJECTIVES:

- Complete the Stalk of Trouble challenge for a Snapshot.



Take the pathway that leads to the right from Jack and Jill's house, following the route back to the top of the hill by the horseshoe-padlocked gate. Select Donkey to knock the gate down again and talk to the pig at the end of the pathway.



The snitching swine blames the others (who are nowhere to be seen) for accidentally cutting down Jack's beanstalk! He says they thought it was a dandelion! He's trying to grow another so Jack won't notice, but rats keep eating it. Help the pig protect the young stalk so it can grow.



Choose Gingerbread Man and move to the dark stalk in the middle-back area of the yard. Start swinging the candy cane at the rats as they pour into the yard. This challenge is pretty easy if you just stay around the dark stalk and ward off the rodents. You can actually swing through and at the stalk to hack the rats without damaging the fledgling plant. Watch the stalk's health meter in the top-left corner of the screen. If it drains completely, you lose the challenge!



The other characters in your party stay surprisingly healthy throughout this battle—the rats attack the stalk and not them.

Hold off the rats for one minute to win the challenge and earn the "Stalk of Trouble" Snapshot.



CORNFIELD



OBJECTIVES:

- Collect 4 Magic Beans.
- Collect 7 Worms.
- Complete the Chicken Ho-down challenge for the Snapshot.



MAGIC BEAN #8

Follow the pathway leading left from Jack and Jill's farmhouse—it's closest to the house and takes you to the cornfield. After crossing the small bridge, destroy the spiked barrel and enter the sunflower garden on your right. There's a **MAGIC BEAN** near the water ledges and above the sunflowers. Any character can reach it with a simple jump, except Donkey.



MAGIC BEAN #9



Chop through the carrots to access the narrow hillside trail. Use the springboard on the ledge to the right to reach another, much higher **MAGIC BEAN** over the same sunflower garden. Use either Puss in Boots or Gingerbread Man and hold the Jump button while jumping to get more altitude.



Use the springboard between the coops to reach the **GOLDEN EGG** floating high above the middle area of the small pen.



CHICKEN HO-DOWN



Talk to the pig in front of the nearby gate and he explains that chickens are eating the entire harvest. He warns you not to kill them; he doesn't want a field full of poultry-geists. Arr! Arr!

Once the team runs into the field beyond the gate, you find 10 chickens running around all willy-nilly. Simply use any character to run them out of the fenced-in area. Swat at them, attack them (don't worry, they won't die), just do whatever it takes to make them fly off. You don't need to pick them up and throw them over the fence (this doesn't work). Hit each chicken a couple times in quick succession and it will fly off. When all 10 are gone, the next gate opens and you must battle the wickedly disturbed pumpkins.



MAGIC BEAN #10

Defeat the pumpkins on the way up the narrow hillside trail beside the river, then enter the sunflower garden to the right at the top of the hill. The tenth **MAGIC BEAN** is deep in the garden as you approach the next gate! Take it and then dart across the lawn to the small chicken pen.



WORM #2

Chop down the two carrots to get at the large apple at the end of the nook. Destroy the large apple and take the **WORM** from the ground.



Battle the pumpkins at the end of the next pathway, then cut down the carrots. Destroy the pumpkins and the spiked barrel keeping you from the sleeping cow. Knock the cow around to make her move out of her stall and then kick the cow gate down, then destroy the next spiked barrel, chop down the carrots, and destroy the spawning mother pumpkin and her gutsy brood.



Chase all the chickens around in the second chicken pen—just like you did in the first yard—to make them all fly out. However, before sending them all away, make sure to get the two remaining Worms in this area...



WORMS #3 & #4



There are bails of hay and two wooden platforms in the back corners of the chicken pen. Puss in Boots or Gingerbread Man can both reach them, so choose one of these characters. Jump to the tops of the platforms from the bails of hay and destroy the apples to get the WORMS.

Knock the remaining of the 25 chickens out of the yard to complete the challenge and earn the Chicken Ho-down Snapshot. Hee-Haw!



JACK AND JILL'S PLACE

Upon returning to Jack and Jill's from the previous challenge, you meet a pig in front of their house. This is not a challenge. The pig thanks you for clearing enough of the level to move on. Don't leave yet! Head back down the previous path (following the Cornfield sign).



MAGIC BEAN #11

Proceed over the small bridge, then turn into the sunflower garden on the left. The eleventh MAGIC BEAN is in the back-left corner and any character can reach it.



WORM #5



As Gingerbread Man, toss a Cookie on the ground near the swarm of bees around the sunflower garden. Run past the insects as they feed on the cookie, then proceed behind the tree that holds the beehive. Smack the apple to the left and pick up the WORM that drops out of it.



WORM #6

The next WORM is in an apple just past the last one. Look in the corner before reaching the next swarm of bees.



WORMS #7, #8, & #9

Once again, use Gingerbread Man to throw a Cookie to the bees. All of them in the area swarm to this treat, so move quickly.



The next three **WORMS** are all hidden in apples along the pathway to the right. There's also a **RED POTION** near the last apple. Use it to recover from bee stings. Use the same cookie diversion tactics to return to Jack and Jill's house.



THE LAST WORM

Remain in the same small yard where you found the twelfth Magic Bean. Head to the opposite side of the yard and cut down the large carrots. There's an apple behind the carrots. Destroy it and take the last **WORM** from the ground.



HAY STACK

OBJECTIVES:

- Collect 1 Magic Bean.
- Collect 1 Worm.
- Complete the Needle in a Haystack challenge for a Snapshot.

MAGIC BEAN #12



Lead the team down the final trail. Follow the Hay Stack sign down the pathway to a couple spiked barrels and a small mob of pitchfork-toting peasants. As Donkey, you can Burro Blast through all these obstacles.



Once the peasants are gone, kick the padlock from the gate to the left just before the bridge. Enter and walk back toward the camera position to find the last **MAGIC BEAN** in the corner of the small yard.



NEEDLE IN A HAYSTACK



Cross the bridge and talk to the pig in front of the hay field gate. He says that they have lost Jill's favorite sewing needle. He wants your help finding it in the haystacks. Accept this, the final chore on the farm.

This challenge is very easy if you know the secret. There's no time limit or a certain number of rats to defeat. All you need to do is choose one character to go around and knock all the haystacks over while the others fight off the rat infestation. Once all the haystacks are down, the needle pops out and lands elsewhere in the field. Run to the needle and tag it to complete the challenge and win the Needle in a Haystack Snapshot.



When you return to Jack and Jill's house, talk to the pig at the gate and select the option to move on to the next level. The Three Little Pigs thank you for your help around the farm and give you package to take to Fairy Godmother's house. Bingo! Gingerbread Man decides to hang back to get some flour. Bye-bye, cookie man.

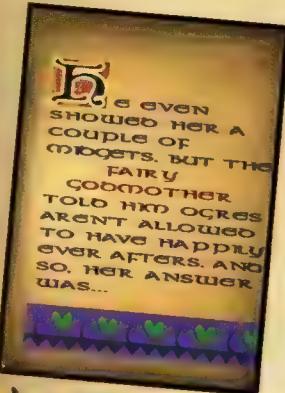
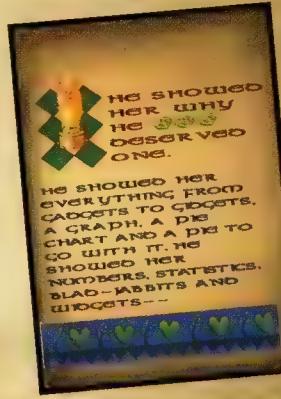
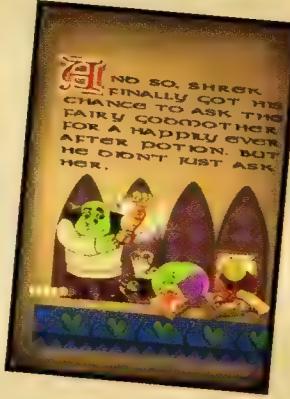


BASICS
CHARACTERS
BONUS FEATURES
SNAPSHOT ALBUM
REVEALING SECRETS
STORYBOOK
SHREK 2 PC
Shrek's World: Shrek's Farm



Fairy Godmother's

And so, Shrek finally got his chance to ask the Fairy Godmother for a happily ever after potion. But he didn't just ask her, he showed her why he deserved one. He showed her everything from gadgets to gidgets, a graph, a pie chart and a pie to go with it. He showed her numbers, statistics, blad-jabbits and widgets...



He even showed her a couple of midgets, but the Fairy Godmother told him ogres aren't allowed to have happily ever afters. And so, her answer was...

No, and now ogre you must go!



7 SNAPSHOTS

- Shipping Shake down
- One Angry Fairy
- Get the Potion
- Spilled Milk
- Beat Prince Charming
- Run Away
- 12 Magic Beans

ANTEROOM

OBJECTIVES:

- Collect 2 Magic Beans.



MAGIC BEANS #1 & #2

Lil' Red says she knows where the happily ever after potion is, and asks you to follow her. Before you leave the first room, smash everything in sight to find all the hidden Gold Coins. Look behind the bar for a **MAGIC BEAN** and then hit the bench where Papa Bear is sleeping to force out the second **MAGIC BEAN**.



BASICS
WALKTHROUGH
BONUS FEATURES
SNAPSHOT ALBUM
REVEALING SECRETS
STORYBOOK
SHREK 2



MAGIC BEANS #3 & #4

Smash the tall corner cabinet—visible upon entering the second room—to find the third **MAGIC BEAN**. Smash a similar cabinet near the security lasers to reveal the fourth **MAGIC BEAN**. If anyone touches a laser, knights will continually clatter into the room until your entire party has been eliminated.



SECURITY LASER CORRIDOR

OBJECTIVES:

- Collect 2 Magic Beans

In the second room, select Lil' Red and throw apples at the knights entering the room from the other end of the hallway. Her long-range apple attack (Attack button) is quite useful in this level. Use it to keep the enemies at bay while simultaneously causing a fair amount of damage. You don't even have to aim most of the time; she automatically throws the apples at the nearest enemy. Find the **ROTTEN APPLE** power-up as soon as you enter the room.



As Shrek, pick up the crystal ball and place it in the cradle under the laser. This deflects the laser and allows the party to move ahead. Once everyone is behind the first laser, have Shrek pick up the same crystal ball and place it in the next cradle. Move the team beyond the lasers and find the **RED POTION** in the back-right corner near the exit.



SECURITY LASER CORRIDOR 2

OBJECTIVES:

- Collect 3 Magic Beans.

MAGIC BEAN #5

You walk directly through another **MAGIC BEAN** upon entering the next corridor.



Select **Lil' Red** and start throwing long-range apples at the knights. Find the **ROTTEN APPLE** power-up in the middle of the floor. Smash all the items around to uncover more hidden Gold Coins.



Switch to **Donkey** and **Burro Blast** the horseshoe padlock on the glass display case. A crystal ball rolls to the floor.



MAGIC BEANS #6 & #7

The two tall cabinets—along the left wall and in the back-right corner—each contain **MAGIC BEANS**. Smash and grab!



Have Shrek pick up the crystal ball, then carry it around the corner to the next set of lasers. Set it down into the cradle under the first laser.



Using **Donkey**, **Burro Blast** the glass display case on the left wall near the first set of lasers. Another crystal ball rolls out onto the floor.

Switch back to Shrek and pick up the crystal ball just freed from the display case. Place it on the second cradle near the next set of lasers, then pick up the first crystal ball from the cradle near the first set of lasers, place it in the third cradle, and move your team to the back of the room.



Pick up the Shrek Gear in the back of the room. Carry it through the open door and into the next room to reach the next checkpoint.



STOREROOM

OBJECTIVES:

- Collect 1 Magic Bean.

MAGIC BEAN #8

Before our favorite ogre places the Shrek Gear beside the large, vault-like door, retrieve the **RED POTION** to the left and the **MAGIC BEAN** on the right side of the room. You won't have a chance to grab these items after placing the Shrek Gear on its axle.



Still as Shrek, place the Shrek Gear from the previous room onto the axle below the wall Gears near the vault-like door. A cut scene takes you into Lil' Red's Hero Time™ challenge.



HERO TIME™: LIL' RED

OBJECTIVES:

- Defeat Fairy Grandmother for the Shipping Shake Down Snapshot.

SHIPPING SHAKE DOWN

When the challenge begins, Lil' Red stands on one of three conveyor belts in the shipping room. Death comes to those who walk off the ends of the conveyors or jump on the spikes between the three conveyor belts. Jumping from one belt to the next is possible, and highly recommended. When the challenge begins, Fairy Grandmother appears in front of you and starts shooting her hurtful magic wand. The following is the easiest way to victory.

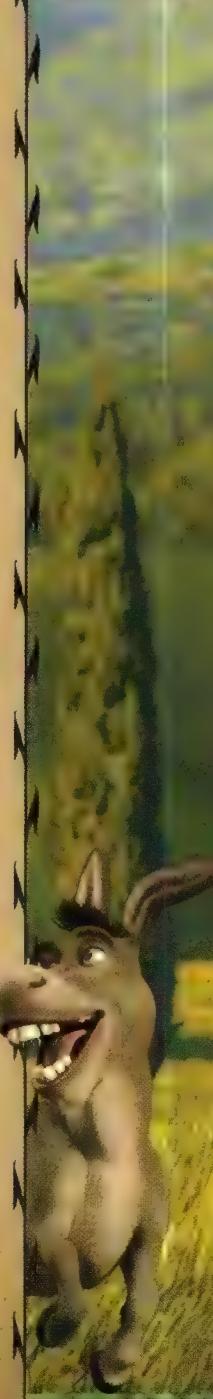


Stage One

The conveyor belts do not move during the first stage of the battle. As soon as Fairy Godmother appears, shoot one apple at her, then jump to the next conveyor belt to avoid her magic wand attack. Use the normal apples (Attack button) in this battle, not the Rotten Apples. The regular apples are a much quicker and easier to handle, although not as powerful.



As soon as you land on the next conveyor, fire off another apple, then jump back to the previous belt and do the same thing: jump and shoot, jump and shoot (Lil' Red can throw apples in mid-air). Hit Fairy Godmother four times and she'll activate a force shield around herself as she zips to the front of the room (behind you). This begins stage two.



Stage Two

Don't bother throwing apples when Fairy Godmother is behind you with her shield activated. The belts will soon begin to move. Keep a steady pace forward to remain near the center area of the conveyor. When Fairy Godmother returns to her original position, begin using the same tactic as the previous round. This time, it's just a little more difficult with the belts moving. Hit her four more times with regular apples and she'll turn on the force shield and move to the back.



Stage Three

In stage three, crates begin to move along the conveyor. This actually makes the challenge a little easier. Instead of jumping on the crates, hide behind them while throwing more apples at Fairy Godmother. The crates protect you from her magic wand attacks, but can take only one hit before they splinter. Use the same jump-and-shoot tactics as before, and don't let the crates push you off the conveyor. With the crates offering slight protection, you can afford to shoot more than one apple at Fairy Godmother before jumping away. Hit her four more times and the final stage begins.



Stage Four

The final stage plays out just like the previous one. Continue to fire from behind crates and try to get more than one apple attack before jumping behind another crate or to another belt. Four more hits and she's toast. Complete the challenge to unlock the Shipping Shake Down Snapshot.



POTION ROOM

OBJECTIVES:

- ❑ Collect 1 Magic Bean.
- ❑ Find the Happily Ever After Potion to unlock the Get the Potion Snapshot.



After defeating Fairy Godmother, she throws our heroes into the potion room. Escaping is much more difficult than getting in. Select Donkey and step onto the wooden lift, then switch to Lil' Red and have her stand on the yellow pressure switch to lift Donkey to the first tier. Switch back once more, then use Donkey's Burro Blast to shatter the glass cabinet with the padlock on it. Move Donkey near the yellow pressure switch.



Time for even more teamwork!

Move Lil' Red from the pressure switch and have Shrek walk onto the wooden lift. Have Lil' Red raise the lift, then move Shrek to the Shrek Gear on the first tier. Pick it up and walk past Donkey near the pressure switch. Walk onto the wooden lift on the second tier and have Donkey step on his switch to lift Shrek to the third tier.



Move Shrek to the other side of the room along the second tier and place the Shrek Gear on the rod below the large orange gear. Take the **ROTTEN APPLE** from behind the pressure switch and wait near the switch for Puss in Boots.



Have Lil' Red step on her pressure switch to raise Puss in Boots up to the first tier. Move Puss in Boots to the lift on the first tier and have Donkey step on his switch to raise your feline companion to the second tier. Move Puss in Boots to the lift near the Shrek Gears on the third tier and have Shrek step on his pressure switch to raise Puss in Boots to the fourth tier.



MAGIC BEAN #9

As Puss in Boots, cross the tightrope in the middle of the fourth tier, then cross the larger one that leads up to the fifth tier. The **MAGIC BEAN** is on the fifth tier, waiting for you just as you cross the tightrope.



Break the glass case on the bottom shelf in the middle of the fifth tier to locate the **Happily Ever After** Potion. Pick up the potion to complete the challenge and earn the Get the Potion Snapshot.



ONE ANGRY FAIRY

OBJECTIVES:

- ❑ Escape Fairy Godmother to unlock the One Angry Fairy Snapshot.



Fairy Godmother chases you out of the potion room as soon as you grab the Happily Ever After potion. Run for your life through the dangerous halls to escape the angry fairy. You need only one character to make it to safety and beat the challenge. Don't waste your time switching and making each character jump over obstacles. Just choose one quick character, like Puss in Boots or Lil' Red, to dash through the halls.



It won't take long before the others get trapped behind falling debris. Don't worry about them; just get your character out!



Just run and jump, jump, jump!



You don't have very far to go, just a few hallways. Once you reach the double wooden doors, the rest of the team catches up and you unlock the One Angry Fairy Snapshot.



SPILLED MILK

OBJECTIVES:

- Get out of the Potion Lab alive and earn the Spilled Milk Snapshot.
- Collect 1 Magic Bean.



POTION LAB

The double doors you ran through to escape the Fairy Godmother were the doors to the Potion Lab. Inside the Potion Lab are, what seems to be, an endless number of Hazmat Elves. The battle in this room rages on for some time. There is an end, however; along with an easy way to emerge from the fight without a scratch.



Notice the Hazmat Elf bicycling the conveyor belt to the left as you enter the room. You cannot defeat this guy. Observe. He is the first worker on the potion assembly line. Watch the conveyor just behind him and you'll eventually see potions begin to move down the belt. Mostly **RED POTION**s appear at first, but after a while, one of every potion is made.



Use Puss in Boots to follow the potions on the belt (it's best to get on the belt and run after it). Next, select Lil' Red to fend off the many Hazmat Elves with her long-range apple attack. If you get every potion that comes down the line, your team will fend off the attackers without any trouble. Try attacking the biker; sometimes this makes him produce a different potion other than Red.



MAGIC BEAN #10

When the Hazmat Elves stop appearing, the battle is won. Find the **MAGIC BEAN** on the far side of the room, near the very large vat. It's within normal jumping distance, so anyone can grab it.



Collect the **GOLDEN EGG** from the stairs and use any character to hit the lightly glowing peg in the large vat at the top of the wooden stairs. The vat falls and spills a toxic liquid on the nearby door, creating an exit. Use another **RED POTION** from the conveyor before leaving.



The Prince's health meter appears in the top-left corner of the screen. Charming is holding a long broadsword. Hand-to-hand combat is hardly an option. Your secret weapon is none other than Lil' Red! With her long-range apple attack, no one else will have to lift a finger to defeat the Prince. Simply stand back, aim the targeting arrows under the Prince, and start whipping fruit at the Prince. Seven apples diminish about a quarter of his health, and he retreats to the back of the room. If and when you need it, use the **RED POTION** to the left of the entrance—it's near the table beside the conveyor.



When the Prince runs behind the conveyor, head to the right side of the room and move back as close as you can to the camera position (the right wall you can't see). The Prince activates the conveyor and four chicken cages roll out. Suddenly, the chickens turn into knights. They proceed to hop onto the floor, starting with the one on the far-right. Take aim and begin throwing apples at the first knight that touches the floor. Keep throwing apples at the knights until you've defeated them all. Your party must only provide minor assistance in the battle when using Lil' Red's apples!



PRINCE CHARMING

OBJECTIVES:

- Defeat Prince Charming and earn the Beat Prince Charming Snapshot.

PRINCE CHARMING BATTLE

As you enter the next room, Prince Charming stands only inches away from your party. The door slams shut behind you! The battle is on.



Prince Charming appears on the floor once the four knights have been demolished. Hit the Prince with apples again until half his health is gone. He jumps back behind the conveyor, sends out four knights, and then returns for another bout—after defeating the knights again. This goes on this way for four rounds. Once you eliminate all of the Prince's health, the battle is won and you earn the Beat Prince Charming Snapshot. Collect the dropped Gold Coins and exit through the same doorway where the Prince fled.



RUN AWAY

OBJECTIVES:

- Collect 2 Magic Beans.
- Escape the collapsing chasm to unlock the Run Away Snapshot.



MAGIC BEAN #11

Select Lil' Red as you leave the Prince's battle room. Collect the **RED POTION** on your way to the large chasm platform. Begin throwing apples at the knights and don't stop until they're all defeated. Grab the **MAGIC BEAN** from the left edge of the platform.



Have Shrek pick up and place the small Shrek Gear into the large metal door on the right.



Pick up the TNT Barrels that line the bridge behind the large metal door and start heaving them at the knights and Hazmat Elf on the bridge.



MAGIC BEAN #12

Collect the **MAGIC BEAN** from the end of the bridge on the right side—it's near the rail.



When you step through the doorway at the end of the bridge, Prince Charming, being his charming self, pulls a lever. This causes a large cauldron to drop onto your walkway, triggering the next checkpoint. The cauldron begins to roll your way. Time to go... quickly!



This challenge is similar to the one where you ran from Fairy Godmother. Choose one fast character and forget about the rest. Jump over the flames and avoid the stomping plates. Once you reach the clearing, the team is ready to leave and try out that Happily Ever After Potion.



Continue to throw TNT Barrels at the enemy and find the **RED POTION** and the **ORANGE POTION** on the larger area beyond the last Magic Bean location. Once you attack this group, reinforcements come running from the next bridge. Continue to throw explosives and use the Orange Potion to help wipe everyone out. Defeat the final squad on the next bridge and find the **RED POTION** near the end of the bridge.





RISON BREAK

No one knew what the potion would do. After Donkey did a taste test, Shrek chugged the potion, hoping it contained a Happily Ever After for him and Princess Fiona. Nothing happened... at least at first. But then....



In the middle of the rainy night, something unexpected happened. Shrek and Donkey underwent a massive transformation. Shrek was as handsome as a prince and Donkey his noble steed!



Things seemed to be going great as the gang said thanks and good-bye to Lil' Red for now. But...



After Shrek drank her potion, Fairy Godmother knew her son Prince Charming had a handsome rival for Princess Fiona's affection.



So she made sure he was locked away in the deepest, darkest dungeon of a far away prison, where no escape was possible.



What Fairy Godmother didn't count on was Shrek's friends finding out about his arrest through a concerned and extremely benevolent third party.



So a Jailbreak was planned, one that would most certainly test the fellowship of this thing.

SNAPSHOT CHECKLIST

7 SNAPSHOTS

- Porkchop's Brothers
- Three Blind Mice
- Jail Birds

- 12 Magic Beans
- Itsy Bitsy Spiders
- Prison Shake Down
- Stairway of Doom

PLAYABLE CHARACTERS



BRIDGE CROSSING

OBJECTIVES:

- Collect 1 Magic Bean.

With the two main characters locked away in prison, two new characters have joined the party as reinforcements. Shrek and Donkey's replacements are intriguing, and their special abilities add a spark to their already diverse talents. Big Bad Wolf really blows you away and Fairy's talent is especially uplifting!



Here's the prison break plan: the Three Blind Mice sneak into the Warden's office (sounds like a bad idea already) and get the keys to free Shrek and Donkey. You also need to find Porkchop's brothers.



The gang begins this night mission on a long bridge with a series of roaming searchlights. If you enter the light, knights rush to the scene and attack your party almost instantaneously. A new squad deploys after you defeat the first. Three squads attack before it's all said and done. It's not impossible to defeat the knights (and the Gold Coins earned are great), but read on if you want to get through stealthily.



Choose either Lil' Red or Gingerbread Man for this stealthy, searchlight avoidance maneuver. Hug the left brick wall and work your way forward by hopping onto and over the short columns. Walk right past the moving searchlight without being seen; your party naturally hangs back to avoid the light.

Three switches turn off three corresponding searchlights. The first one is a simple pressure switch; step on it to turn off the light. The next switch is a bull's eye target. Stand on the edge of the column and bat it with your basket (or hit it with your candy cane if you're Gingerbread Man). Jumping attacks should work, as well.



To turn off the final searchlight, stand on the pressure switch to raise the bull's eye target, then throw an apple (or candy cane) at it.



MAGIC BEAN #1

The first **MAGIC BEAN** is floating above the second-to-the-last column. Use Lil' Red to jump up and take it.



You can smash the barrels and crate for Gold Coins, but you must push the large metal ball into them to bust open the two purple metal chests.



MAGIC BEAN #2

Jump onto the suspended cages on the right side of the platform to reach the second **MAGIC BEAN**.



Have Lil' Red stand on one pressure switch, while Gingerbread Man situates himself on the other. This opens the first door. Select another character to walk through the door (if no one moves through automatically).



METAL BALL TRAINING

OBJECTIVES:

- Collect 2 Magic Beans.

The next spire-like platform is loaded with things to see and do. Its most prominent feature is the large, rusted metal ball in the middle. Around the perimeter of the platform are wooden barrels, crates, and metal chests.



Cages are suspended from a platform over an abyss. Use any character to jump onto to the tops of the cages and reach the



Gold Coins above them. Be sure to jump to their centers, as they tilt to one side or the other if you stand on the edges.

Metal Ball Basics

Any character can move the large metal ball by striking it, but since each character has a special attack, there are a slew of unique ways in which to do so. We found that Lil' Red's normal apple throw and Fairy's normal magic dust attack (not her special levitation dust) work best when trying to move the ball around. Big Bad Wolf's huffing and puffing is okay, but not as easy to control the ball's movement. Having to jump every time to get Gingerbread Man to throw knocks him out of the contest. The apples and fairy dust are long-range attacks and you can manipulate the metal ball from farther away.

Move the metal ball near the scale and a tractor beam pulls the ball onto the switch. The weight of the ball activates the drawbridge. A few baby spiders (just wait until you see the big ones) crawl across the bridge to attack your party. Roll the ball the way to quickly squash them.





CHECKPOINT 2: CASTLE INTERIOR



Use Lil' Red to move the metal ball up the incline and to the next platform above. Shoot apples at the ball until it's out of apple range, then quickly step closer to the ball and begin shooting more apples.



Move the ball to the laser scale to raise the cage that covers the next bridge lever. Pull the lever to lower the drawbridge. Don't forget to smash the metal chest on the right before performing the next step.

Push the ball down the bridge to smash the gate at the bottom of the slope. Run into the castle entrance below to secure a checkpoint and then quickly retreat to the previous bridge to get the **GOLDEN EGG** and the **MAGIC BEAN**.



MAGIC BEAN #3

It's hard to see unless you're at the top of the bridge and move the camera around, but there's a springboard just off the left side of the slope near the entrance to the castle. Walk off the pathway through the broken section of the short wall. Hold the Jump button while bouncing on the springboard to reach the **MAGIC BEAN** floating above. There's also a **GOLDEN EGG** on the right side of the pathway. Use the springboard on the right to reach the suspended cage.



OBJECTIVES:

- Collect 1 Magic Bean.
- Free 2 Prisoners.

A few new objectives are added to your to-do list once you're inside the castle walls. You must now locate and free eight prisoners for the Jail Bird Snapshot; free the Three Blind Mice for the Three Blind Mice Snapshot; locate and rescue Porkchop's two brothers for the Porkchop's Brothers Snapshot; and find and defeat the three Momma Spiders for the Itsy Bitsy Spiders Snapshot. On top of all that, you also have the usual 12 Magic Bean hunt! Let's get started!



PRISONER #001

Head for the first cell on the right as soon as you enter the castle. Knock the door open to free the **PRISONER**.



If you step into the searchlight, knights enter the corridor through the prison cells on the left. To avoid this, have any character step on the pressure switch to the right and then throw a projectile (apple, candy cane, fairy dust, or blown wind) at the bull's eye target that pops out of the wall.



Continuously spawning spiders leap over a wall to the right at the end of the first corridor. While destroying the spiders, hit or throw something at the cell door on the back wall to free the second **PRISONER**.

PRISONER #002

Continuously spawning spiders leap over a wall to the right at the end of the first corridor. While destroying the spiders, hit or throw something at the cell door on the back wall to free the second **PRISONER**.





ATO



MAGIC BEAN #4 & THE SECRET SPIDERS

Select Big Bad Wolf and face the dilapidated wall to the right of the prison cell. Huff and puff and blow the wall down. Next, move your team into the small alley, attack the spawning cocoon, and then squash the spiders. Lil' Red's spinning jump attack and Big Bad Wolf's jumping handspring attack obliterate a cocoon in no time! Move further ahead, attack the second cocoon, and finish off the spiders.



Spider Safety

Avoid the front of the spiders or you will be stunned and killed quickly.



Smash the cell door at the end of the corridor and take the **RED** and **BLUE POTION**. As soon as all the spiders are gone, a very large mother spider appears behind your party! As Lil' Red, jump up over the spider and come down on top of it with a spinning jump attack. After a couple of these attacks, along with the rest of the team's help, the gigantic arachnid splatters before anyone is seriously injured. Don't forget the **MAGIC BEAN**, which is also inside the cell at the end of the alley.



Exit the alley, pass the prison cell, and head all the way to the end of the walkway. Place a character on one spring switch platform and another on the second platform. Have one character jump up and down on the platform to force the steps out of the nearby wall. Jump up as soon as your feet land on the platform; don't wait for the pump platform to lower. Keep jumping until the steps lock into place over the gap between walkways. You reach the next checkpoint at the top of the stairs.



CHECKPOINT 3: PORKCHOP'S FIRST BROTHER

OBJECTIVES:

- Collect 1 Magic Bean.
- Free 2 Prisoners.
- Rescue Porkchop's First Brother.

PRISONER #003

Open the cell at the top of the stairs to free the **PRISONER**. Notice the flashlight-toting knight who patrols nearby. If you walk into his view, which is just a few inches from the front of his light, he summons reinforcements. You cannot defeat this knight with long-range attacks and expect to go unnoticed.



Walk along the outer walkway, then jump the small gap between the walkway and the pressure switch platform. Step on the switch to release a metal ball in a small alley behind the knight. If the ball misses the knight, give him a little time to do himself in by walking into the metal ball on his own free will.



MAGIC BEAN #5

Enter the alley where the metal ball originated to find the fifth MAGIC BEAN.



PRISONER #004

Push or shoot the ball down the slope using the gutter as a guide. Free the PRISONER in the cell to the left.



PORKCHOP'S FIRST BROTHER

Climb the steps behind the caged pig and smash the weapon rack at the top. Jump toward the camera and land on top of the large metal cage. The cage drops and fills the gap in between the walkways. This also frees the pig. Approach the swine—he thanks you and asks you to save his brother as well. This triggers another checkpoint.



CHECKPOINT 4: FIRST BLIND MOUSE

OBJECTIVES:

- Collect 2 Magic Beans.
- Rescue the First Blind Mouse.

MAGIC BEAN #6

Have any character roll the metal ball through the cage. Using projectiles to keep your distance from the patrolling knight on the next pathway, continue to shoot the ball until it runs over the knight.

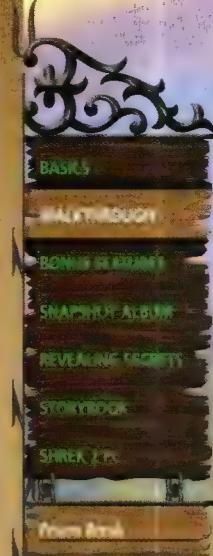


As you exit the cage, look for the broken section of rail on the right side of the pathway. Have any character drop off the edge of the path through this damaged area. Below are a small platform, springboard, and a MAGIC BEAN. Use the springboard to nab the bean and return to the pathway above.



ONE BLIND MOUSE

At the end of the walkway you find a caged blind mouse, a metal chest, a pump switch platform, and a series of suspended crates that lead to the top of a spire. At the top of the spire are a bunch of Gold Coins and a RED POTION. Push the metal ball into the metal chest to release the goodies. Smash open the BLIND MOUSE's cage to "free, free, set him free." Jump on the pump switch platform to raise the steps to the upper corridor.



If you plan to access the top of the spire using the suspended crates, be careful—the crates drop shortly after you step on them. There's another way up to the top if you don't want to go that route. We'll cover that in a minute.



MAGIC BEAN #7

Head to the top of the stairs you raised using the pump switch. Defeat the spiders, focusing your first strike on the cocoon in the open prison cell. Once the spiders have been eradicated, move to the back-left corner of the cell to find a hidden **MAGIC BEAN!**



At the end of the walkway you find a springboard in a hole, a pump switch platform, a suspended cage, and a short spire with a bridge lever. Place one character on the suspended cage and have another jump on the pump switch to raise the cage. Use the character on the cage to walk off to the top of the spire and pull the bridge lever.



The springboard in the hole can be used to reach the line of floating Gold Coins above (press and hold the Jump button to get the most height out of your bounce). You can also use this springboard to reach the top of the previous spire and collect more Gold Coins and a **RED POTION**. Cross the newly lowered bridge to reach the next checkpoint.



CHECKPOINT 5: SECRET SPIDERS

OBJECTIVES:

- Collect 1 Magic Bean.
- Rescue 1 Prisoner.
- Defeat the Secret Spiders.

PRISONER #005

Attack the baby spiders on your way to the cocoon. Destroy the cocoon, clean up the remaining spiders, and smack the prison cell door to free the fifth **PRISONER**.



To the left of the prison cell is a set of recessed stairs partially covered by a metal grate and guarded by a patrolling knight.



Use the stairs to walk under the grate when the knight is away from the edge. Ascend the stairs on the other side when he's not looking.

SECRET SPIDERS

An **ORANGE POTION** floats just off the edge of the pathway on the far left side. There's a dilapidated wall nearby and an alleyway beyond that's infested with spiders. You can either use Fairy to quickly float over and get the potion before quickly floating back, or you can have any character perform a small jump on top of the potion—there's a springboard under it that allows you to return to the walkway.



As soon as you have the Orange Potion (team attack power +), use Big Bad Wolf to huff and puff and blow the wall down, then enter the spider-infested alleyway.



Attack the big spider with jumping handspring attacks. When the creepy crawler is gutted, move further into the alley and attack the cocoon that's spawning the smaller spiders.



MAGIC BEAN #8

There's a **RED POTION** in the back-left corner of the spider alley; you must destroy the armor display to get to it. The **MAGIC BEAN** is near the potion, in front of the rear cell door.



Exit the alley and head back under the walkway to avoid the patrolling knight. Again, if you want Gold Coins, let the knight see you and defeat the insurgency of guards. There's a crate suspended just off the left end of the walkway on the far right end. Hop down to the top of the crate, then jump to the top of the next spire. Pull the lever to move the set of stairs to gain access to the lower prison area. You reach another checkpoint as the staircase locks into place.



CHECKPOINT 6: PORKCHOP'S SECOND BROTHER

OBJECTIVES:

- Collect 1 Magic Bean.
- Rescue Porkchop's second brother to earn the Porkchop's Brothers Snapshot.
- Do business at Lucky Larry's Leprechaun Shop.

PORKCHOP'S SECOND BROTHER

Descend the staircase and stop at the bottom. Wait for the searchlight to approach your party. As it moves away, have anyone run along the left wall and shoot or hit the bull's eye target in the back-left corner. This turns the searchlight off. You could also shoot the metal ball through the searchlight and into the bull's eye.



Roll the metal ball into the metal chest to collect the Gold Coins inside. Porkchop's brother is in the cage beside the bull's eye target, but you must roll the ball to the top of the next slope to free him.



Have Lil' Red get behind the metal ball and shoot it with apples until you've pushed it to the top of the incline.



Shoot it around the corner and squash the spiders. Perform a jumping spinning attack on the cocoon, then move the ball to the end of the pathway.



Position the ball over the scale switch to free Porkchop's brother. This also moves the staircase behind him into position.



Roll the ball back to the slope and push it down the incline. A cinematic shows the metal ball smash through the large wooden door near the bull's eye target.

Run down to the lower platform and talk to the freed pig, then head through the newly opened doorway and climb the stairs to the hidden pathway.



MAGIC BEAN #9 & LUCKY LARRY'S LEPRECHAUN SHOP

A MAGIC BEAN and a leprechaun wait at the top of the hidden stairs. This is the final Lucky Larry's Leprechaun Shop in the game. If you failed to purchase items from any of the leprechauns, you can always return to the levels and purchase what you missed (once you leave this level). You don't even have to complete the level you are in after purchasing upgrades—and you actually keep the purchased upgrades!



You can purchase **REGENERATE 8 HP PER MINUTE (900 Gold Coins)**, **+6 ATTACK (2200 Gold Coins)**, and **+9 HIT POINTS (1800 Gold Coins)** from the leprechaun. Once you have purchased these items (or what you can afford), walk to the end of the pathway and defeat the spiders and the cocoon, then pull the lever to lower stairs to the next pathway.



Head down the stairs and continue along the pathway to trigger the next checkpoint.



CHECKPOINT 7: PRISON SHAKE DOWN

OBJECTIVES:

- Collect 2 Magic Beans.
- Free the last Blind Mouse to get the Three Blind Mice Snapshot.
- Rescue 2 Prisoners.

SECOND BLIND MOUSE

Walk toward the camera and find the caged mouse near the corner of the pathway. Knock the cage to free him.





TROLL BATTLE: PRISON SHAKE DOWN

Walk down to the next platform on the left to battle the large green Troll. You've fought his kind before and this battle is no different. Stand back and wait for the Troll to roll a bomb, then knock it back at him just before it explodes. When it blows up around him, his health bar appears and a chunk of it is taken. Fairy is the best character to use for this challenge. Her long-range fairy dust attack seems to wrap around the bomb, providing incredible control. Plus, you can prevent the Troll from kicking the bomb back toward you with the fairy dust's rate of fire.



After the bomb damages the Troll, he comes at you with his mace. Move the team around to avoid the devastating attack. After a few swings, he returns to his previous position at the opposite end of the platform and begins rolling bombs again. This pattern repeats until you blow him up three times. Annihilate the Troll to receive the Prison Shake Down Snapshot.



SEARCHLIGHT

Run under the metal grate where the guards are walking to avoid detection. Use a character with a projectile attack to stand on the first pressure switch while another stands on the next switch. A bull's eye target pops up from behind the left wall, allowing the character on the first switch to shoot it. This turns the searchlight off.



BASICS
WALKTHROUGH
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SNAPSHOT ALBUM
REVEALING SECRETS
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MAGIC BEAN #11 AND PRISONER #006

There's a missing section in the left rail just beyond the pressure switches. Jump from this area to the wooden steps jutting out of the back wall to reach a small ledge with the **MAGIC BEAN** and the sixth **PRISONER**'s cell.



MAGIC BEAN #10

Head back up to the previous pathway, then jump from one suspended crate to the next until you reach the balcony with the tenth **MAGIC BEAN**.



PRISONER #007

Jump from the fallen wall pieces onto the cage along the back wall. Leap from the cage to the wooden steps, and then to the narrow ledge. Run across the ledge and stand on the pressure switch to turn the searchlight off. Jump down to the floor level and free the **PRISONER** from the cell below.



THE LAST BLIND MOUSE

Approach the camera on the right edge of the same platform (where you rescued the last prisoner) to find the final caged Blind Mouse. Tap on the cage to set him free. Walk to the far-right end of the platform and descend the wooden drawbridge to reach the next checkpoint.



SOLVING THE CAGE PUZZLE

You cannot stand a character on a cage and raise it with the pressure switch; there's too much room in between these objects and your characters try to regroup. So, you must place characters on the pressure switches near the cages in such an order that the pumping forms a makeshift staircase out of the cages. The first cage on the left should be pumped only once, just barely raising it from the floor. Use the fallen wall pieces near the previous drawbridge to jump to the top of this cage.



CHECKPOINT 8: CAGE PUZZLE

OBJECTIVES:

- Collect 1 Magic Bean.
- Rescue the last Prisoner for the Jail Birds Snapshot.

SPIDER BATTLE

As you enter the large platform, run to the back-right corner and take out the cocoon that's spawning all the spiders in the area. Eliminate the remaining bugs.



MAGIC BEAN #12 AND PRISONER #008

There are four cages on chains along the back wall. A pump switch platform is located near the camera on the right side of your ledge. The final **MAGIC BEAN** is above one of the cages; behind the bean is the last **PRISONER** in his cell.



After freeing the prisoner and grabbing the Magic Bean, use the crates to reach the ledge on the far right. Pull the switch on

the ledge to raise stairs connecting your lower platform with the following chamber. A large spider takes a ride on the stairs as they lock into position. You've just reached another checkpoint.

CHECKPOINT 9: FINAL SPIDER BATTLE

OBJECTIVES:

- Defeat the final spider for the Itsy Bitsy Spider Snapshot.



FINAL SPIDER BATTLE

The large spider that creeps down the new set of stairs is no different than any of the earlier large spiders. Select Lil' Red. While your teammates are attacking the spider from the ground, jump up into the air and come down on top of the spider with a spinning attack. It only takes a couple of these attacks to splatter the colossal creepy-crawly. After beating the spider, head to the top of the new stairs and enter the Stairway of Doom.



HERO TIME™: BIG BAD WOLF

OBJECTIVES:

- Get the key at the top of the staircase to win the Stairway of Doom Snapshot.



STAIRWAY OF DOOM

The rescue team has found the imprisoned Shrek and Donkey at the bottom of a well inside the new chamber. The key that releases them sets high above the room on the top stoop of the Stairway of Doom. It's Big Bad Wolf's Hero Time™!



This challenge is not all that difficult. It involves Big Bad running up the "stairs" (actually it's a smooth, inclined slope) while dodging rolling bombs and navigating over suspended cages, sliding platforms, and springboards.



Slow down only to calculate the jumps from the sliding wall platforms. You should be running during the rest of the challenge. Jump over the bombs as they roll by you, because you never know when they may explode—jumping gets you far enough away from the blast to avoid damage.



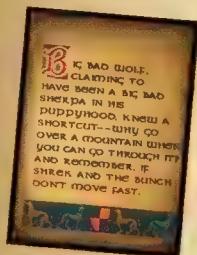
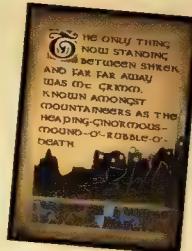
On the springboards, hold the Jump button to achieve the maximum height. Also, don't delay on the chain-suspended cages; they drop after a second of being stepped on. Springboard up to the final ledge and tag the key to beat the challenge, receive the Stairway of Doom Snapshot, complete the rescue mission, and to finish the level.





THE MINES

The only thing now standing between Shrek and Far Far Away was Mt. Grimm. Known amongst mountaineers as the Heaping-Ginormous-Mound-O'-Rubble-O'-Death.



Big Bad Wolf, claiming to have been a Big Bad Sherpa in his puppy-hood, knew a shortcut—why go over a mountain when you can go through it? And remember, if Shrek and the bunch don't move fast...

Prince Charming will kiss our unsuspecting Princess Fiona. And Shrek will lose Princess Fiona forever.



SNAPSHOT CHECKLIST

7 SNAPSHOTS

- Tiny Tot
- Short Fuse
- Little Bird

- Small Fry
- Stone Warrior
- Charge-to the Rescue
- 12 Magic Beans

PLAYABLE CHARACTERS



FIRST CHECKPOINT

OBJECTIVES:

- Collect 1 Magic Bean.

THIRD CHAMBER



The first order of business is to get through the large double doors and into the Mines. There's a horseshoe padlock on the door, but it's obvious that Donkey is no longer his old self—there's no Burro Blast when there's no burro! Shrek is a handsome prince and Donkey his noble steed. Their Special (team) Ability is a charging broadsword attack, Ogre Smash. They also have an awesome potion projectile attack that's performed by jumping into the air while facing the target, then pressing the normal Attack button.



To get through the double doors, select Shrek and Donkey, face the doors and charge toward them with your sword drawn (use the Special Ability button). Inside the Mine is where you first meet the froggy soldiers. If you've fully upgraded your team, the froggies (and most anyone you go up against) will be fairly easy to defeat. Shrek and Donkey can take out a froggy with one normal sword attack. For long range attacks, jump in the air and fire a potion projectile.



It takes about three potion attacks to defeat a green froggy, whereas the orange variety go down with just one shot. Use the **ORANGE POTION** from the left pillar and find the **COOKIE** near the lever in the back-right edge of the walkway. When you defeat the two orange froggies, three more green froggies attack from behind. Turn around and destroy them.



Pull the lever to drain the water in the room. This reveals a pathway to the next padlocked door. Charge the door with the Ogre Smash.



Through the next doorway is a curved, downward slope with a few small spiders crawling around. Slice through the spiders with your sword and continue down the slope.



MAGIC BEAN #1

The first **MAGIC BEAN** is beside the large piece of fallen ceiling and amongst the spiders and Gold Coins on the slope. Grab it and continue eradicating the spider infestation. Approach the following door to reach the next checkpoint.



SECOND CHECKPOINT

OBJECTIVES:

- Collect 1 Magic Bean.
- Rescue Tiny Tot for the Tiny Tot Snapshot.



Again, use Shrek and Donkey to "Ogre Smash" through the padlocked double doors.



MAGIC BEAN #2

The second **MAGIC BEAN** is on the opposite side of the room. Take it and head through the large corridor to reach the next checkpoint.



The quickest and easiest way to deal with the threat in the next chamber is to select Gingerbread Man, rush the pool ahead, then jump and throw the candy cane at one of the two horn-blowing froggies on the pedestals. The boomeranging candy cane hits one and makes a B-line for the next. The other characters finish off the first froggy while you move toward the next and finish him off with one more throw. Pull the lever under the hanging chain to raise a pathway over the froggy pool.

TINY TOT SNAPSHOT

Select Puss in Boots and have him jump to the floating crate on the left, then up to the ledge where the chain is attached. Walk across the chain to collect Gold Coins and reach the ledge on the right side of the room. Jump on the pump switch platform until the cage across the pool disintegrates and releases a small Dwarf. Cross over the raised pathway and talk to him. He asks if you are going to help save Snow White and his brothers from the Froggy Clan. You now have the Tiny Tot Snapshot.



THIRD CHECKPOINT

OBJECTIVES:

- Collect 3 Magic Beans.



MAGIC BEAN #3

Select the Shrek-Donkey tandem and begin using potion projectile attacks on the orange froggies. Attack the spiders in the next area. Knock down the ledge under the alcove with the cocoon inside and start attacking the cocoon to stop the spiders from spawning. Froggies begin to seep out of the two holes flanking the cocoon alcove. Find the **RED POTION** in front of the hole on the right and the **BLUE POTION** on the right side of the room near a large sealed door. Strike the many TNT Barrels to cause concussion damage to the enemy; the charge does not damage your party!



When you clear the room, the large sealed door on the right opens. Find the **MAGIC BEAN** in the front-left corner.



Charge into the next room, slice through the two green froggies, and head straight for the cocoon near the back ledge. After a few special Ogre Smash moves, the cocoon quickly melts under your sword.



When you defeat the spiders and the froggies, a section of the back ledge drops, revealing a pump switch platform and a **RED POTION**.

POTION. Jump on the pump switch to raise a set of steps out of the pool to the left. Climb the stairs to the upper level.



MAGIC BEAN #5

Select Puss in Boots and walk under the ledge on the left to find the fifth **MAGIC BEAN**. You reach a new checkpoint when you go for the bean.



FOURTH CHECKPOINT

Stay with Puss in Boots and have him walk along the tightrope to the ledge above with the lever. Pull the lever to raise a fan out of the water on the left.



MAGIC BEAN #4

Slice through the spiders at the top of the stairs and head to the right side of the floor to find the fourth **MAGIC BEAN** near the wall.



Switch to Big Bad Wolf, then huff and puff and blow the fan to lower the bridge. This allows your team to cross the next pool and reach the end of the room.



SHORT FUSE SNAPSHOT

Have one character stand on one of the two pump switch platforms flanking the caged Dwarf. Move another character onto the other switch and begin jumping. The non-controlled character also begins jumping. Eventually, the cage between the two switches disintegrates and Short Fuse Dwarf is free.



Select the Shrek-Donkey team and attack the green Froggies as they appear in teams of two from the upper ledges near the exit. Use jumping potion attacks while attempting to hit the froggies before they jump down to the floor. Move back and forth from the left to the right ledge until no more froggies appear. Afterward, pull the door lever to gain access to the next room.

As soon as the large door opens, jump and shoot an potion projectile at the three advancing green froggies. Finish them off with sword swipes and enter the chamber ahead to reach the next checkpoint.



FIFTH CHECKPOINT

OBJECTIVES:

- Collect 3 Magic Beans.
- Rescue Second Dwarf for the Short Fuse Snapshot.

MAGIC BEANS #6 & #7

Find a **MAGIC BEAN** and an **GOLDEN EGG** to the left near the bridge lever. There's another **MAGIC BEAN** to the right (or straight ahead as you enter the cavern) behind the pump switch platform.



MAGIC BEAN #8

Continue deeper into the cavern and smash the icy stalagmites to find hidden Gold Coins. Select Puss in Boots and have him walk across the tightrope to the lever platform. Pull the lever to move the bridge into position. Have Puss in Boots continue across the next tightrope to obtain the **MAGIC BEAN**. Continue down the following rope to reach the next checkpoint.



SIXTH CHECKPOINT

Place one character on one pump switch and another on the second pump switch. Jump up and down until the next set of stairs locks into place, then climb up to the next level. You reach the next checkpoint here, and face a new kind of enemy.



SEVENTH CHECKPOINT

OBJECTIVES:

- Collect 1 Magic Bean



STONE WARRIOR BATTLE

As you reach the top of the stairs, Fairy Godmother casts a spell and a Stone Warrior is animated. Select the Shrek-Donkey team and back away from the Stone Warrior until he becomes dizzy from his continuous arm swinging, then rush the warrior. Use a long-range potion attack to do some damage before you reach him. When in range, use the special Ogre Smash charging attack.



Your party also follows and attacks with you. And depending on your upgrade status, one successful attack (in the time that he is stunned) subtracts a quarter of the Stone Warrior's health.



Back off when the Stone Warrior begins to regain consciousness. Allow him to swing his weapon and become dizzy again before you move in for another strike; until then, he is invulnerable. Maintain this pace until the giant rock creature becomes a pile of rubble.



Head to the area behind the Stone Warrior and attack the spiders that crawl down the steps between the large bat wings. Throw potion attacks and enter the room beyond the bat statue.



MAGIC BEAN #9: SPIDER LAIR

Begin dropping potion projectiles onto the many spiders on the floor of the chamber. Find an **ORANGE POTION** and another **MAGIC BEAN** on the right side of the room. Use the Orange Potion and rush up the stairs to quickly take out the cocoon that's spawning the spiders.



Position three characters over the three switches near the back of the room. Have the character on the left switch jump up and down until the sections of ledge have lifted and locked into place beside the stairs. (Player will need to raise the second part of the ledge with two players.) Walk along the ledge and defeat the spiders as they issue into the room from the chasm. Make sure to get all the spiders in the room before moving into the chasm. You reach another checkpoint as you climb the stairs into the next chasm.



EIGHTH CHECKPOINT

OBJECTIVES:

- Collect 1 Magic Bean



NINTH CHECKPOINT

MAGIC BEAN #10: SPIDER PLATFORM

The large chasm is filled with several narrow platforms soon to be interconnected by narrow steps. At the end of the first platform are two cocoons, a very large spider, and a few small spiders. Find the **MAGIC BEAN** on the collapsed stairs to the left.



Begin shooting potion projectiles at the spiders as you jump to the back of the platform. Unleash a handful of potion attacks on the largest one, then let the rest of the team finish her off while you attack the cocoons along the back edge. Once all the spiders on this ledge have been eliminated (including any spiders from the previous room that you may have missed), the stairs to the next platform rise and lock into place.

Head up the stairs and throw a few potion attacks at the two green froggies. You reach another checkpoint while on this ledge.



OBJECTIVES:

- Collect 1 Magic Bean.
- Free the Last Dwarf for the Small Fry Snapshot.

LITTLE BIRD SNAPSHOT

Once the ledge is cleared of froggies, have any character jump on the pump switch to destroy the cage from around the Dwarf on the same ledge. He thanks you, and asks you to hurry and save Snow White. You have now unlocked the Little Bird Snapshot.



MAGIC BEAN #11

Run down the next set of stairs to the lower platform occupied by three green froggies, a **MAGIC BEAN**, and a **RED POTION**. Begin your potion attack as you jump down the stairs toward the froggies.



STONE WARRIORS

A Stone Warrior stands on a very small platform at the top of the next set of stairs. If he poses a threat, use the stairs as an exit strategy. Allow him to finish pounding his fist on the ground before you attack; until then, he is invulnerable. Use your long-range leaping potion attacks until he's about halfway gone; then finish him off with Ogre-Smash moves during his next dizzy spell.

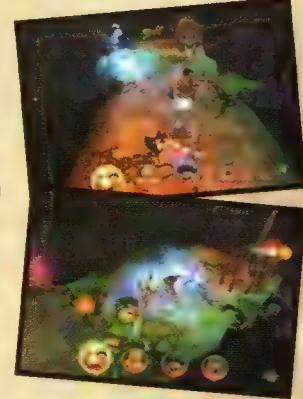


Stairs fall when you defeat the Stone Warrior, connecting your platform with a lower one to the right. There's another rocky foe on the next platform. Use the same tactics to defeat this guy. Implement the **RED POTION** beside the warrior if your health gets low or if anyone in your party faints.



SMALL FRY SNAPSHOT

The last caged Dwarf is on the next ledge, surrounded by a few green froggies. Defeat the amphibians and hop up onto the platform from the abyss. This continues in waves as you defeat the froggies. Use the **BLUE POTION** to help sway the battle in your favor. Once all the froggies are finished, the cage lifts and Small Fry is freed.



When the last staircase locks into place, climb up to the next level. Here you discover the golden Stone Warrior. You reach the next checkpoint when you step into the corridor.



TENTH CHECKPOINT

OBJECTIVES:

- Collect 1 Magic Bean.
- Defeat the golden Stone Warrior for the Stone Warrior Snapshot.
- Complete Shrek and Donkey's Hero Time™.



STONE WARRIOR SNAPSHOT

The corridor at the top of the stairs is infested with spiders! You must also contend with the golden Stone Warrior. This guy is a little more resilient than the previous Stone Warriors, but the same tactics for defeating him still apply. Stay away when he's walking or spinning his pickaxe, and attack when he's dizzy or shaking his fist (vulnerable states).



Take advantage of one of his dizzy spells to destroy the two cocoons in the back corners while mopping up spiders along the way. Use the **RED POTION** near the stairs when you need it the most—when your health is low or some of your teammates have fainted. Continue your assault on the big golden Stone Warrior until he becomes a mound of glittery nuggets. Defeating him earns you the Stone Warrior Snapshot.



MAGIC BEAN #12

The final **MAGIC BEAN** is located behind the cocoon in the back-left corner of the corridor.



The door in the back of the room opens when you defeat the Stone Warrior. Enter the next room. Snow White is asleep in there, but otherwise okay. That is, until Fairy Godmother zips in and whisks her off! You now must catch Fairy Godmother who's escaping with Snow White in a runaway mine cart!



HERO TIME™: SHREK AND DONKEY TEAM

CHARGE-TO THE RESCUE

In this challenge, you only control Shrek and Donkey's jumps and side-to-side movements. The forward motion is controlled for you! You cannot slow down, either—unless you run into something. This challenge may seem rather difficult with the number of obstacles moving in your path, but it becomes a walk in the park once you know the secret...



Begin by steering to the left and grabbing the **BLUE POTION** as you cross the intersecting mine cart tracks. If it looks like you're going to collide with a mine cart on the tracks, then dodge it. Run to either side of the raised track, and return to the middle of the track as soon as you can. Sprint directly down the middle of the track, and don't touch the control stick until you have to dodge a track ramp. All the obstacles, such as spinning spike cylinders and swinging containers, can be avoided if you stay in the middle of the track!



Hurdle the moving spiked bars when they descend, and run under them if they begin to rise before you reach them. You must complete the entire course a few times to inflict enough damage to Fairy Godmother's cart and win the challenge, so alternate the sides of the track where you run to collect all of the Gold Coins.



As long as you jump over obstacles or ride under them when necessary, and avoid touching the controller when you're in the middle of the track, you'll beat the challenge in no time! Remember, don't even try to steer through the sharp turns, just leave Shrek and Donkey in the middle of the track and let the AI do the rest. Beat this challenge to complete the level and earn the final Snapshot, Charge-to the Rescue.



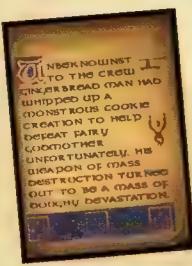
It's during the times when you don't run into anything that you gain on Fairy Godmother's runaway mine cart. When you catch up to her, you automatically stab with your sword. You can afford only a few mistakes during this run. Hit a few obstacles and it's back to the beginning of the challenge!





COOKIE, COOKIE

Handsome and the crew made their way to Far Far Away. They arrived to find Gingerbread Man brought a little friend, well okay... a big friend!



Unbeknownst to the crew, Gingerbread Man had whipped up a monstrous cookie creation to help defeat Fairy Godmother. Unfortunately, his weapon of mass destruction turned out to be a mass of doughy devastation.



7 SNAPSHOTS

- Papa Bear's Rescue Workers
- Going Up
- Roof Top Ruckus

- Destroy Paddy Wagons
- How the Cookie Crumbles
- Burst Your Balloon
- 12 Magic Beans



PAPA BEAR'S RESCUE WORKERS

OBJECTIVES:

- Collect 3 Magic Beans.
- Save 26 Civilians and douse 19 fires for the P.B.R.W. Snapshot.



It's Armageddon! Far Far Away is in flames and there's chaos in the streets. Papa Bear asks for help. He says that knights are attacking a giant cookie man, but also destroying the city in the process. He wants your help dousing fires and saving the townsfolk.



There are 26 civilians to save and 19 fires to extinguish. Who better to blow down doors and douse flames than Big Bad Wolf? Begin huffing and puffing and blowing the flames out of the windows. You can either blow the doors in or knock 'em down. When a door falls, the people inside the building run out and are counted as saved. A meter in the top-left corner of the screen keeps track of quenched fires and saved civilians. Kick in every door and blow out every fire, starting on the left sidewalk and moving to the other side of the street.



Continue down the side of the street, blow down the door, and put out the fire in Friar's (the burger joint seen in the picture below). Besides people, you will also find a **MAGIC BEAN** inside.



- [WALKTHROUGH](#)
- [BONUS FEATURES](#)
- [SNAPSHOT ALBUM](#)
- [REVEALING SECRETS](#)
- [STORYBOOK](#)
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MAGIC BEAN #1

Find the **GOLDEN EGG** on the stairs to the right of the Bear family. Head upstairs to rescue the civilians and extinguish the fires on the patio. The first **MAGIC BEAN** is in the corner on this upper deck.



MAGIC BEAN #2

After putting out all the fires and saving the people on the patio, extinguish the flames and blow in the door of the burning carriage; there are people in there, too!



MAGIC BEAN #3

Continue dousing flames and kicking in doors as you work your way down the right side of the street, back toward the starting position. The third **MAGIC BEAN** is in the back-right corner, near the overturned Friar wagon.



Once you've collected the beans and saved all the people, you still need to douse two more fires. Head to the median in the middle of the road and take hold of the large water cannon. Aim it at the higher fires in the building to the right of the burnt carriage. Shoot a few balls of water at the flames, then talk to Papa Bear at the roadblock to receive the Papa Bear's Rescue Workers Snapshot. Pass through the roadblock, which has now been moved, to reach the next checkpoint.



GOING up

OBJECTIVES:

- Collect 2 Magic Beans.
- Ride the Lift to the Top of the Buildings for the Going Up Snapshot.

MAGIC BEAN #4

As soon as you head through the barricade, move your team to the left and past the fire engine. There's a **GOLDEN EGG** in the corner behind the fire engine, and a **MAGIC BEAN** in the corner across the street.



Defeat the knights in the street using your awesome team, along with a little help from the **ORANGE POTION** in the middle of the street. Find the nearby **COOKIE** power-up, as well; it really helps later in the level.



MAGIC BEAN #5

Move to the right side of the street, past the Bear family barricade. There's another **MAGIC BEAN** in the back corner under a tree.



Fight the knight in the cul-de-sac and find the **RED POTION** in the street. There's a lift on the right sidewalk, but no switch...



MAGIC BEAN #6

Select Puss in Boots, then walk up the tightropes tied between the lift and the nearby support beams. Puss in Boots can access the rooftop and nab the sixth **MAGIC BEAN**. Once you're up there, jump on the pump switch platform until your entire party in the lift is on the roof. Get everyone up there to earn the Going Up Snapshot and reach another checkpoint.



ROOF TOP RUCKUS

OBJECTIVES:

- ❑ Collect 2 Magic Beans.
- ❑ Help the Giant Ginger-Bread Man to the Street (Roof Top Ruckus Snapshot).

From the rooftop, you can see the monstrous cookie in the next street fighting with knights on balconies. Take hold of the water cannon along the edge of the roof and begin shooting the knights across the street. This allows the Giant Ginger-Bread Man to move toward the adjacent building.



Use the top of the palm tree between buildings to access the next rooftop. Move your character to the end of the roof closest to the camera and smack the TNT Barrels. This causes the

billboard to fall over, creating a makeshift bridge that allows the rest of your party to cross over quickly and easily. (Alternatively, you could select each character and cross using the palm tree.)



MAGIC BEAN #7

Stick with Puss in Boots and have him walk the tightrope to the next rooftop. Quickly move toward the end of the roof closest to the camera and hit the TNT Barrels to move the rest of the team to your roof. You'll need their help when engaging the knights on the new roof. If someone else hasn't already walked into it, use any character to get the **MAGIC BEAN** below the tightrope. Also, find the **RED POTION** where the barrels used to be, at the top of the billboard ramp.



Again, take hold of the water cannon and shoot the knights across the street who are trying to put a stop to your enormous ally.



MAGIC BEAN #8

Jump down to the adjacent rooftop while stepping on the spring platform. This encourages the other members of your team to follow without having to select each character individually. Battle the knights on the rooftop, then step into Giant Ginger-Bread Man's outstretched hand to reach the street below. Pick up the **MAGIC BEAN** from the corner of the rooftop as you exit.



Once on the street, approach the camera. That annoying leprechaun appears and asks for an outrageous number of Gold Coins to allow passage into the next area. It's time for the greedy green guy to pay! With that, you reach a new checkpoint and earn the Roof Top Ruckus Snapshot.



DESTROY PADDY WAGONS

OBJECTIVES:

- Collect 4 Magic Beans.
- Help the Giant Ginger-Bread Man Destroy Wagons (Destroy Paddy Wagons Snapshot).

MAGIC BEAN #9

You saw it in the cut-scene when the leprechaun got squished underfoot; the **MAGIC BEAN** is on the left side of the street (stage right).



MAGIC BEAN #10

Continue traveling up the street toward the camera to find a line of Gold Coins, a **RED POTION**, and another **MAGIC BEAN** on Lillian Way (where the route turns to the right).



As you approach the paddy wagon, Magic Mirror hints the Giant Ginger-Bread Man will attack anything that lies in the way of a cookie. Select Gingerbread Man, then aim and throw a cookie at the paddy wagon and watch what happens! Giant Ginger-Bread Man throws his humongous, purple gum drops at the paddy wagon until it is completely destroyed. You could have done it, but that would have required actual effort! Even the knights that run toward you are defeated in this major sugar attack! Holy sweet tooth, Cookie Man! Find the **GOLDEN EGG** where the wagon used to stand.



Begin your hike down the new street and Giant Ginger-Bread Man will move along with you. However, he remains on the opposite side of the street. A huge gap is ripped into the median and there is no crossing over.



Continue to the next paddy wagon, either taking on the knights yourself or throwing a cookie at their feet and letting your giant friend take care of business.

MAGIC BEAN #11

There's another **MAGIC BEAN** inside the third paddy wagon (second one on your side of the road). Oh, Giant Ginger-Bread Man... Smash this up for us!



A team of knights is positioned on Giant Ginger-Bread Man's side of the road, just past the second paddy wagon. They're launching milk at your side of the road. Throw a cookie under their catapults and Giant Ginger-Bread Man stomps on them! Continue this tactic as you encounter more guards and wagons on either side of the road.



MAGIC BEAN #12

Find another **COOKIE** power-up near the fifth wagon. The last **MAGIC BEAN** is located in the last wagon on your side of the road, just before the last line of catapults and knights. Defeat the catapults and all the knights and wagons to receive the Destroy Paddy Wagons Snapshot.



HERO TIME™: SHREK

OBJECTIVES:

- Protect Giant Ginger-Bread Man to Earn the Burst Your Balloon Snapshot.



BURST YOUR BALLOON

Shrek takes a seat behind the controls of a water cannon to protect Giant Ginger-Bread Man while he tries to break into the castle. Guard your big buddy from the bombarding army of balloons.



The water cannon has a limited degree of swivel. Initially, you must wait a little while for balloons to come into range before you can hit any. Look directly above Giant Ginger-Bread Man, then to the left and right. You will see rows of balloons, from the left and right, closing in on your giant friend. Eventually, additional rows of balloons appear at a lower altitude, closer to the giant.



Do your best to keep the balloons that are the closest or above Giant Ginger-Bread Man clear from the skies. This prevents them from dropping their ice bombs on him. Blast them all to smithereens and keep Cookie alive for one minute. That's all he needs to break into the castle. Watch his health on the Cookie Man icon at the bottom of the screen. If it drains completely, you must restart the challenge.



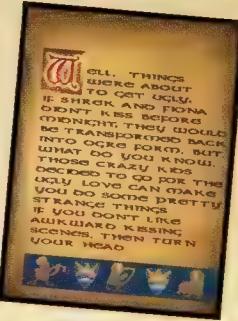
If Giant Ginger-Bread Man survives the 60 seconds, he rips the drawbridge down, allowing you to enter and begin the final level. You also win the last Snapshot in this level, Burst Your Balloon.





FINAL FIGHT

Well, things were about to get ugly. If Shrek and Princess Fiona didn't kiss before midnight, they would be transformed back into ogre form. But what do you know, those crazy kids decided to go for the ugly. Love can make you do some pretty strange things. If you don't like awkward kissing scenes, then turn your head.



4 SNAPSHOTS

- Harping Hooligans
- Gargantuan Godmother
- Troll Fan
- Little Wand, Big Temper!

PLAYABLE CHARACTERS



HARPING HOOLIGANS

OBJECTIVES:

- Defeat the Knights
- Hazmat Elves
- Trolls (Harping Hooligans Snapshot)

As mentioned in the storybook intro to this level, Shrek and Princess Fiona decide they'd rather be ogres than among the *beautiful* people. However, it seems, Donkey had no choice in the matter and was also transformed into his former self. Princess Fiona tells Fairy Godmother that she will never marry her son, Prince Charming, and with that, the battle begins.



The entire level is played on the same stage where you begin. Tightropes around the stage lead to the tops of four tall poles. Puss in Boots can climb these to get the **RED**, **ORANGE**, and **BLUE POTIONS** on top. If you don't have time to climb, Shrek and Princess Fiona can actually jump up high enough to touch the potion, which is all you need to use one.

FLASHY KNIGHTS

The first squad to appear is a team of fat, sloppy, incompetent knights. They surround your team and begin swinging their swords as they tighten the circle and close in on you. Stay in the middle of the stage. Just before they get dangerously close, each of them drops their armor pants and stops to pick them up. This is when you escape from the center of the stage and begin to attack. Princess Fiona's hourglass pickup respawns when she runs out, so use as many as you want.





Only attack the knights when they stop wielding their swords. Their swing is so wide that even attacking them from behind is dangerous. Have Shrek pick up and throw some of the many TNT Barrels around the stage at the knights. Don't use them all, though; save some for upcoming rounds.

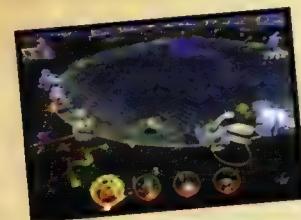


Remember that Trolls physically attack after being attacked. So leave the bombs alone long enough to escape an advancing Troll. As before, they take only a few swings and then return to throwing bombs. Once a Troll is defeated, it drops a **RED POTION**. Make sure to grab it to recover for the next round. Defeat the Trolls to earn the Harping Hooligans Snapshot.



THE HAZMAT ELVES

Defeat the knights and Fairy Godmother conjures up a load of Hazmat Elves, who throw a slightly damaging purple potion. With the number of Hazmat Elves and the quantity of potions being hurled, the damage can add up pretty quickly, so don't delay. The easiest way to take them out (without using barrels) is to walk outside of the circle and attack them from behind. The elves never leave the edge of the stage and only throw attacks into the ring! Have Shrek belly flop on them. Use Puss in Boots' jumping wildcat attack. Or utilize Princess Fiona's jumping twirling attack to quickly finish them.



TWO TROLLS

Next up are two large Trolls. They attack and react the same as any other Troll you've encountered in the game, but you've never done battle with two at once! Kick the bombs back at them when they're rolled in your direction. Puss in Boots is the only character that does not do this well. When you hit the bomb with his sword, the explosive rolls off to the side.



GARGANTUAN GODMOTHER

OBJECTIVES:

- Win a Round with Fairy Godmother (Gargantuan Godmother Snapshot).

In this round our heroes must battle Fairy Godmother herself, as she is displeased with the outcome of the previous attempts to destroy Shrek and his friends.



ATTACK AVOIDANCE

The first stage of the Fairy Godmother battle is one of avoidance. You must avoid a series of magic wand attacks to reach the point in the battle when she becomes vulnerable.



Avoid the bluish precursor circles that appear on the stage floor; this is where Fairy Godmother's attack lands, and you don't want to be on the receiving end of one of those!



Next, four precursor rings appear at once. Move the team to the center of the stage before all four rings simultaneously fill with fire.



This attack is quickly repeated with another four-at-once attack, followed by a single attack to the center of the stage.



After two rounds of the previously mentioned sequence of events, Fairy Godmother shoots a charge in the middle of the stage. It expands as a single, thin shockwave that grows to the outer edges of the stage. Simply jump over the ring as it approaches your character.



It expands as a single, thin shockwave that grows to the outer edges of the stage. Simply jump over the ring as it approaches your character.

ATTACK OPPORTUNITY

Fairy Godmother drops her force shield and plunges within reach as soon as you jump over the expanding ring attack. Run over to her and use any character to attack. Regardless of who you select, only a quarter of her health is taken.



GARGANTUAN GODMOTHER: ROUND 2

Round 2 begins with a six-at-once attack that fills half the stage. Quickly run to the other side of the stage the moment you see the six interlocking rings appear!



This attack is followed by a group of three precursor ring attacks that stretch from one end of the stage to the other. These continue to appear and then move in a counterclockwise movement around the stage. Simply follow the clear areas on the ground to avoid this attack.



These continue to appear and then move in a counterclockwise movement around the stage. Simply follow the clear areas on the ground to avoid this attack.

Next comes the expanding ring attack. This time, however, two rings appear in succession. Jump over both. Fairy Godmother is vulnerable again after this attack. Go after her! After two successful hits, she escapes and you win the Gargantuan Godmother Snapshot! But the battle is not over yet...



TROLL FAN

OBJECTIVES:

- Defeat the Trolls & Prince Charming (Troll Fan Snapshot).

THREE TROLL NIGHT

This round is very similar to the previous battle with the two Trolls. Although slightly more challenging, it's not too much harder than fighting a pair of Trolls. Just keep your distance and kick back the bombs when it's safe. When a Troll rushes to attack after being injured, he walks right into the other Troll's bombing attack. So, they often damage each other without your help. When the last Troll is destroyed, Prince Charming appears...



PRINCE (NOT SO) CHARMING

Prince Charming is a pushover compared to the previous battles. He's difficult to get close to since he's constantly swinging his large sword. None of your characters has a long-range attack, so you must be creative. You can use Princess Fiona's Slow Time ability, if she has any left. Or you can allow Prince Charming to attack one character while the rest attack from behind. If you stun him with one of Shrek's belly flops, you can then pick him up and throw him, which causes a fair amount of damage. Defeat the Prince and you'll earn the Troll Fan Snapshot, as well as one last round with Fairy Godmother.

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Next, jump over a single expanding ring attack, then prepare for a new assault.



After jumping the expanding ring, move your party toward the camera and keep moving back and forth or around the stage. Fairy Godmother shoots a guided, glowing, red energy ball attack. Keep moving in extreme

directions to shake this thing when it's on your tail. The attack dissolves half of your health if it hits. If you don't have that much health to give, you're toast! Princess Fiona's Slow Time could help in this situation. When you successfully outrun one of the orbs, it hits the ground and becomes a single expanding ring. Jump over this as you would others like it.

LITTLE WAND, BIG TEMPER!

OBJECTIVES:

- Defeat the Fairy Godmother (Little Wand, Big Temper! Snapshot).



Fairy Godmother plans to end it all right here, right now. This battle is similar to the previous one with the wicked old fairy, but her attack patterns have changed. Her health is as you left it—about half drained.



ATTACK OPPORTUNITY

She shoots two of the guided red ball attacks and then becomes vulnerable to attack. Have any standing character rush over to her and hit her with any style of attack. She will be close to defeat after this successful beating.



ROUND 2: ATTACK AVOIDANCE

The second round is exactly the same as the first, except there are now two expanding ring jumps to perform, along with three guided glowing ball attacks.

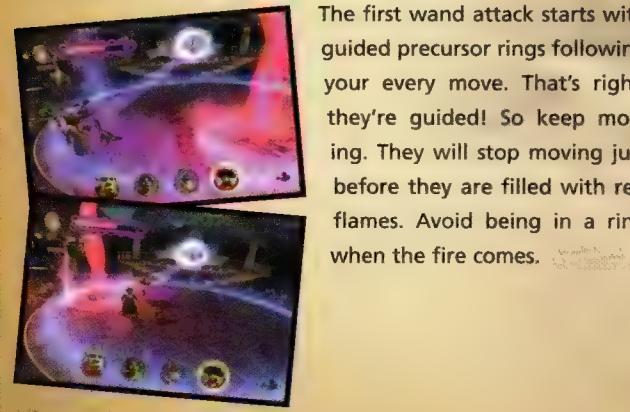


ATTACK OPPORTUNITY

Avoid the third guided ball attack, then have any surviving character put the smack down on Fairy Godmother once and for all. With this hit, you've won the battle, the Little Wand, Big Temper! Snapshot, and have successfully beaten this twisted fairytale game. Nice!



ROUND 1: ATTACK AVOIDANCE



The first wand attack starts with guided precursor rings following your every move. That's right, they're guided! So keep moving. They will stop moving just before they are filled with red flames. Avoid being in a ring when the fire comes.



BONUS FEATURES

The Bonus feature is located among the options in the Contents menu. There are five bonus levels to unlock: Ring Coliseum, Floating Floor, Cloud Maze, Cage Drop, and Crash Coliseum. The sixth bonus feature, Movie Stills, is a slide show that reveals images from the *Shrek 2™* movie. For those of you who have not yet seen the film, be prepared for spoilers before accessing this feature!



UNLOCKING BONUS FEATURES

You earn a Snapshot every time you complete a specific goal in each level. Bonus games are unlocked as more Snapshots are earned.

The final feature, Movie Stills is unlocked after completing every level and having earned all 70 Snapshots in the game (100% completion). The following is an overview of the bonus features, along with some suggestions to help you earn loads of Gold Coins in the bonus games.



BONUS CHALLENGES = COIN\$

One thing most bonus levels have in common is the option to exit before reaching the end of the challenge. Another commonality is their abundance of Gold Coins. Exit the Chapter levels to play these bonus levels when you cannot afford the upgrades from Lucky Larry's Leprechaun Shops. Bonus levels are great for over-stuffing your purse.



RING COLISEUM

Ring Coliseum is exclusively a Lil' Red challenge. It takes place inside a small, round, three-tiered arena. You begin near the exit portal on the lowest level. Myriad chests dot the three tiers that encompass the arena. You can exit at anytime, but that wouldn't be very sporting, now would it? You have 56 seconds to break all the crates, collect as many Gold Coins as you can, and reach the exit portal before time expires. If you fail to exit before time runs out, the challenge starts over and all of the Gold Coins you collected are subtracted from your total. The only way to hold onto the loot is to exit the challenge before time expires.

The key to getting all 308 coins in this challenge is to break chests first and collect Gold Coins later. Notice that when the chests are shattered, the coins inside sail to the floor around the exit portal. This is good, because they're close to the exit.



Jumping the Gun

You begin the challenge with control of Lil' Red the moment her feet touch the floor. This is just a few seconds before the word, "GO!" appears on the screen. Don't wait for the command. Start as soon as you can!

Use Lil' Red's jump attack to destroy the chests—this is the quickest way to destroy them all in the time allotted. Start with the top tier first and work your way all the way around before initiating the middle tier. With practice, you can destroy chests on



two tiers at once by following the edge of the tier between rows of chests while jumping and spinning (using the jump attack).

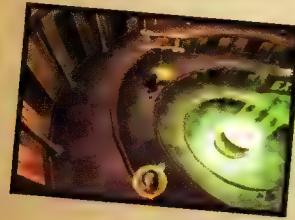


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Destroy all the crates with at least 16 seconds left on the clock to allow a few remaining ticks to collect all the Gold Coins around the exit portal—but don't exit yet!



Three **GOLDEN EGGS** begin to appear on the middle tier as the clock reaches 10 seconds. They appear within two seconds of each other, so quickly grab the last one before leaping into the exit portal and completing the challenge.



FLOATING FLOOR

Floating Floor is exclusively a Gingerbread Man challenge. The setting is a flooded room with floating platforms. The platform where you begin is on the opposite side of the room from the exit. In between the exit and your platform are a number of **GOLDEN EGGS**, which float just above the surface. Smaller platforms briefly emerge from the deep before quickly sinking again. You have one minute and two seconds to jump from one rising platform to the next to secure the eggs and reach the exit.

Begin the challenge by running to the right and grabbing the Gold Coin at the end of the platform, while waiting for the closest platform to rise from below. Run back to the starting position, grab the Gold Coin there, and then jump to the next platform as it floats to the top of the water.



The small square platforms floating to the surface remain visible for three seconds. If the square you're standing on vanishes, you drown and must start over. Gold Coins appear above the squares

as they float to the surface. They disappear just before the square vanishes. Jump sooner if you are missing the Gold Coins as you jump from one square to the next.



The floating square platforms do not create a path leading directly to the exit. Instead, they snake around the entire room and then come close to the exit. The best way to learn the course early on is to watch the action underwater. You can actually see the platforms rising to the surface and time your jump accordingly.



To collect all the Golden Eggs and Gold Coins, don't exit the first time the squares rise near the exit portal. Rather, continue to jump from square to square as they circle the exit platform. This allows you to get the otherwise unreachable Golden Eggs to the right of and behind the exit portal.



CLOUD MAZE

Cloud Maze is a Puss in Boots challenge. You have 56 seconds to run across platforms, jump on springboards, collect Golden Eggs, and avoid falling platforms en route to the exit portal. There's hardly enough time to collect all the Golden Eggs in this challenge. There are eight eggs in all, but it's difficult to nab just seven of them before time runs out. It's nearly impossible to get all eight, but it can be done if you execute the following tips without the slightest mishap.



Before "GO!" is even declared, jump onto the red springboard in front of you. Hold the Jump button and tilt forward to reach the **GOLDEN EGG** high above the two springboards.

Bounce from the second springboard all the way to the distant purple platform (as shown in the picture on the right). This eliminates time spent returning to the original platform and working your way around the far right side of the puzzle. Jump to reach the **GOLDEN EGG** on the right side of the platform below.



Leap to the next purple platform and the following collapsing dark purple square. Land on the **GOLDEN EGG**, which is on the furthest platform.



Use the first two red springboards on the right to reach the next purple platform (tacking on the third one only slows you down).

Jump from the end of the purple platform up to the purple collapsing square, then to the next platform that holds another **GOLDEN EGG**.



Jump up to the next platform, then again to the series of three springboards from the left corner. Bounce to reach the next **GOLDEN EGG** floating high above the last springboard.

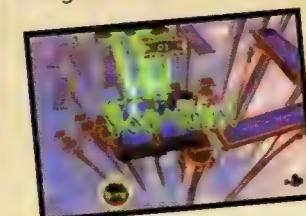


Drop down to the lower springboards you crossed earlier, and proceed left across the previously visited purple platform.

Jump across the next set of three springboards and land on fourth one to the right. Bounce back to the third to reach the **GOLDEN EGG** floating high above. Sprint back to the fourth and continue toward the exit portal.



Bounce on the platform in front of the exit portal platform to reach the seventh **GOLDEN EGG**. If you have enough time (at least seven seconds), follow the next two platforms to reach the final egg. Return to the exit using the same route.



The floor is made up of rows of collapsing red and purple square platforms. The only platforms that do not collapse are the two

springboard platforms. The easiest way to complete this challenge is to begin running along the first row of squares to the right even before "GO!" is declared.



Turn left onto the second row and jump up on the springboard.

Hold the Jump button to reach the highest Gold Coin in the row above. Drop down to the next square on the left and continue across the puzzle in a zigzagging pattern until you reach the next springboard.



There's no need to jump from one square to the next as long as you sprint non-stop. There's just enough time to set foot on one end of the square and run to the furthest side before it falls. Collect all the Gold Coins above the second springboard and

return to a zigzagging pattern until you reach the exit in the far left corner of the puzzle. You should be able to easily finish with about 25 seconds left on the clock!



CAGE DROP



As Big Bad Wolf, you must run across collapsing platforms, grab Gold Coins, and reach the exit before time expires. You have 56 seconds to do this, which is more than enough time.



CRASH COLISEUM

This bonus level involves Shrek, Princess Fiona, Donkey, and Fairy. It's similar to the last level in the game, Final Fight, where each round pits you against a different enemy until you've battled and beaten every foe in the game.

This is the only bonus level with a sealed exit. You must defeat all the enemies before the cage around the exit lifts.



The large ballroom-like battle stage has four pedestals, which are easily accessible with any character. Orange, Red, and two Blue Potions set atop of the pedestals. A Red Potion is on the floor to the far left and an Hourglass power-up that gives Princess Fiona three Slow Time charges is on the right side. Four TNT Barrels that regenerate after each use also appear near the walls.



This challenge has no time limit. The difficulty is staying alive long enough to defeat all the enemies and seeing the exit cage



lift. The payoff: a purse of over 1000 Gold Coins! The enemies appear in this order: Pumpkins, Rats, Peasants, Knights, Froggies, Spiders, Ogres, Stone Warriors, and Golden Stone Warriors.



Reviving Lost Teammates

If your teammates faint during a battle and there is no Red Potion to be found, you must beat the current class of enemies to reach the next round. When the next round begins, your teammates receive 40% of their health and return to the battle.



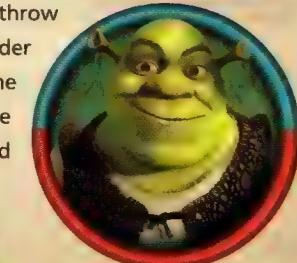
If you're playing alone, it's a good idea to use Fairy up until the Spider round. If you have all the upgrades, her Fairy Dust attack does 12 points of damage and her jumping attack (guided Fairy Dust) does 14 points of damage each (four Fairy Dust guided bombs are released with each discharge).

Unfortunately, she cannot use her Fairy Dust to

lift any enemies or teammates in this challenge. Regardless, her long-range attack allows you to keep your teammates away from danger.



Switch to Shrek and have him throw TNT Barrels at the Spiders. Consider using Princess Fiona's Slow Time since the Spiders are likely to be the only enemies that surround and possibly overpower you.



When the Ogres arrive, switch back to

Fairy and use her long-range attack to wrap the bombs and hold them into position near the Ogres until they explode.



Finally, Fairy's long-range attack makes it possible to attack the Stone and Golden Stone Warriors without moving into range of their swinging arms. The cage around the exit lifts as the last warrior falls. Collect all the Gold Coins and the Golden Eggs that appear, then exit.



MOVIE STILLS

Reach 100% completion by earning all the Snapshots in the game to access the Movie Stills. These are very cool, but be warned—viewing them will spoil the *Shrek 2* movie if you haven't seen it yet! For more information on Snapshots, check out the Snapshot Album section of this guide.





S NAPSHOT ALBUM

The following is a complete list of all 70 Snapshots in the game, where they are found, and how you earn them.

SHREK'S SWAMP SNAPSHOTS

Name	Description
	Eyeballs Collect all of the Eyeballs (by picking up and finding Eyeballs and squishing Snails).
	Brawl in Le hood Defeat Monsieur Hood, his Merry Men, and The Friar.
	Fairies-gotta catch them all! Catch all 12 Fairies (send them back into the Fairy Jars).
	Chicken Soup Toss eight chickens into the Chicken Soup Cauldron.
	Blackbird Symphony Blow up the blackbirds for Grandma's blackbird pie.
	12 Magic Beans Collect the 12 Magic Beans.
	The Seven Dwarves Free all seven Dwarves from their hanging traps.

SPooky FOREST SNAPSHOTS

Name	Description
	Tree Time Donkey knocks over first Tree Guardian.
	12 Magic Beans Collect the 12 Magic Beans.
	The Statue Defeat Peasants and Rats.
	Poison Apple Defeat Fat Knight and Peasants.
	Pest Cemetery Survive the rat-infested cemetery.
	Gingerbread House Arrive at Wicked Witch's Gingerbread House.
	Canyon Run Dragon & Donkey save Princess Fiona and Carriage from falling into the abyss.

OGRE KILLER SNAPSHOTS

Name	Description
	One life down, eight to go Boss stage 1
	Only three cat lives left Boss stage 2
	Nice Kitty! Defeat Puss in Boots.

FAR FAR AWAY SNAPSHOTS

Description

	Friar Fat Boy	Throw 12 chickens into holding pen.
	Ratical	Defeat the rats and the Pied Piper in his arena.
	Family Jewels	The Troll inside the museum drops jewels. Pick up all 196 jewels and survive.
	Shopping Spree	Escort Cinderella while she goes shopping.
	Falling to Pieces	Locate all seven of Humpty Dumpty's egg shell pieces.
	Street Brawl	Pick up and throw Shrek's Hero Time-hooligans into the paddy wagon.
	12 Magic Beans	Find the 12 Magic Beans scattered throughout the level.



WALKING THE PATH SNAPSHOTS

Description

	Pumpkin Pie	Defeat first pumpkin spawner.
	Name's William Gruff	Escort the first goat to his house.
	I love tin cans	Escort the second goat across the bridge.
	Troll Trouble	Defeat the mighty Troll just before the waterfall Hero Time challenge.
	The Waterfall	Puss in Boots scales the waterfall and activates the elevator (Hero Time challenge).
	12 Magic Beans	Find the 12 Magic Beans scattered throughout the level.
	Eyeballs	Defeat the Snails and collect their Eyeballs (50).



JACK AND JILL'S FARM SNAPSHOTS

Description

	Scrambled Eggs	Catch the eggs (mini game).
	Stalk of Trouble	Save the beanstalk from the hungry rats.
	Chicken Ho-down	Chase all 25 chickens out of the cornfield.
	Needle in a Haystack	Find the needle in the haystack before the rats kill you.
	Killer Tomatoes	Fetch the pail of water at the top of the hill without getting flattened by tomatoes (Gingerbread Man's Hero Time).
	12 Magic Beans	Collect the 12 Magic Beans scattered throughout the level.
	Worms	Squash all 10 apples and collect the worms.

Fairy Godmother's Snapshots

Name	Description
	Shipping Shake down Defeat Fairy Godmother in the shipping room (Lil' Red's Hero Time).
	One Angry Fairy Fairy Godmother attacks your team. Run through the halls to escape her magic attacks.
	Get the Potion Make it to the top of the potion room and find the potion that transforms Shrek into a human.
	Spilled Milk Tip the cauldron in the potion factory.
	Beat Prince Charming Defeat Prince Charming and his cronies.
	Run Away Final cauldron chase
	12 Magic Beans Find the 12 Magic Beans scattered throughout the level.

PRISON BREAK SNAPSHOTS

Name	Description
	Porkchop's Brothers Rescue two pigs trapped inside cages.
	Three Blind Mice Free the three mice stuck in cages.
	Jail Birds Free all eight prisoners.
	12 Magic Beans Find the 12 Magic Beans scattered throughout the level.
	Itsy Bitsy Spiders Defeat all three momma spiders.
	Prison shakedown Defeat the Troll.
	Stairway of Doom Run up the tower to get the key (Big Bad Wolf's Hero Time).

THE MINES SNAPSHOTS

Name	Description
	Tiny Tot Rescue first Dwarf.
	Short Fuse Rescue second Dwarf.
	Little Bird Rescue third Dwarf.
	Small fry Rescue fourth Dwarf.
	Stone Warrior Defeat first Stone Warrior.
	Charge-to the rescue! (Shrek and Donkey's Hero Time).
	12 Magic Beans Find the 12 Magic Beans scattered throughout the level.

COOKIE, COOKIE SNAPSHOTS

Name	Description
Papa Bear's Rescue Workers	Rescue 26 civilians and put out 19 fires.
Going Up	Solve the simple elevator puzzle.
Roof Top Ruckus	Safely cross the rooftops.
Destroy Paddy Wagons	Destroy the paddy wagons along the final street.
How the Cookie Crumbles	Survive the final conflict at the end of the paddy wagon street.
Burst your Balloon	Use the water cannon to protect Giant Cookie Man from the police balloons (Shrek's Hero Time).
12 Magic Beans	Find the 12 Magic Beans scattered throughout the level



FINAL FIGHT SNAPSHOTS

Name	Description
Harping Hooligans	Defeat Hazmet Elves, fat knights, and a Troll.
Gargantuan Godmother	Players must survive Fairy Godmother's mega-shots and partially damage her.
Troll Fan	Defeat four Trolls and the Prince.
Little Wand, Big Temper	Defeat Fairy Godmother once and for all.



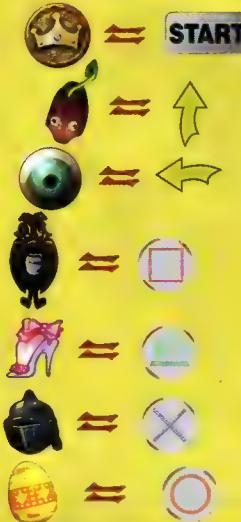


REVEALING SECRETS

Want the cheat codes that allow you to unlock all the levels and all the bonus games in *Shrek 2*? Well, nothing comes that easily in the land of Far Far Away. Just like Shrek and his friends, you'll have to work a little to earn your happily ever after. Get ready to solve a few puzzles and decipher some cryptograms to reveal these excellent secrets!

PLAYSTATION 2 CHEATS

PS2 LEGEND



UNLOCK LEVELS

Enter the first level and press the button.

Select "?????????" from the in-game Pause menu (solve puzzle on page 156 to reveal menu choice).

Enter the following code:



When done correctly you will hear a voice announce, "That's what I call spreading joy."

Exit the menu using the "Back" command (press .

Select "Exit Level" and choose "Yes" to confirm your choice.

Select "Chapter Select" from the Contents menu to view and select the unlocked levels.

UNLOCK BONUS GAMES



Enter any level and press the button.

Select "?????????" from the in-game Pause menu (solve puzzle on page 156 to reveal menu choice).

Enter the following code:



When done correctly you will hear a voice say, "Okay, let's play."



Exit the menu using the "Back" command (press .

Select "Exit Level" and choose "Yes" to confirm your choice.

Select "?????" from the Contents menu to view or enter the unlocked Bonus games (solve puzzle on page 156 to reveal menu choice).

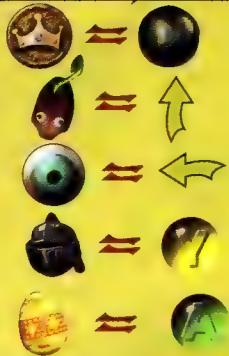
Know the Code



When referencing the Cheats for Xbox and GameCube, the * indicates you must solve the puzzles on page 156 to reveal the secret Menu choice listed as "?"s in the code.

XBOX CHEATS

XBOX LEGEND



UNLOCK LEVELS



Enter the first level and press the button.

Select "?????????" from the in-game Pause menu*.

Enter the following code:



When done correctly you will hear a voice announce,
"That's what I call spreading joy."



Exit the menu using the "Back" command (press).

Select "Exit Level" and choose "Yes" to confirm your choice.

Select "Chapter Select" on the Contents menu to view and select the unlocked levels.

UNLOCK BONUS GAMES



Enter any level and press the button.

Select "?????????" from the in-game Pause menu*.

Enter the following code:



When done correctly, you will hear a voice say,
"Okay, let's play."

Exit the menu using the "Back" command (press the ??????? Button).

Select "Exit Level" and choose "Yes" to confirm your choice.

Select "?????" from the Contents menu to view or enter the unlocked Bonus games*.

GAMECUBE CHEATS

GAMECUBE LEGEND



UNLOCK LEVELS



Enter the first level and press the button.

Select "?????????" from the in-game Pause menu*.

Enter the following code:



When done correctly, you will hear a voice announce,
"That's what I call spreading joy."



Exit the menu using the "Back" command (press).

Select "Exit Level" and choose "Yes" to confirm your choice.

Select "Chapter Select," on the Contents menu to view and select the unlocked levels.

UNLOCK BONUS GAMES



Enter any level and press the button.

Select "?????????" from the in-game Pause menu.

Enter the following code:



When done correctly, you will hear a voice say,
"Okay, let's play."

Exit the menu using the "Back" command (press the ??????? Button).

Select "Exit Level" and choose "Yes" to confirm your choice.

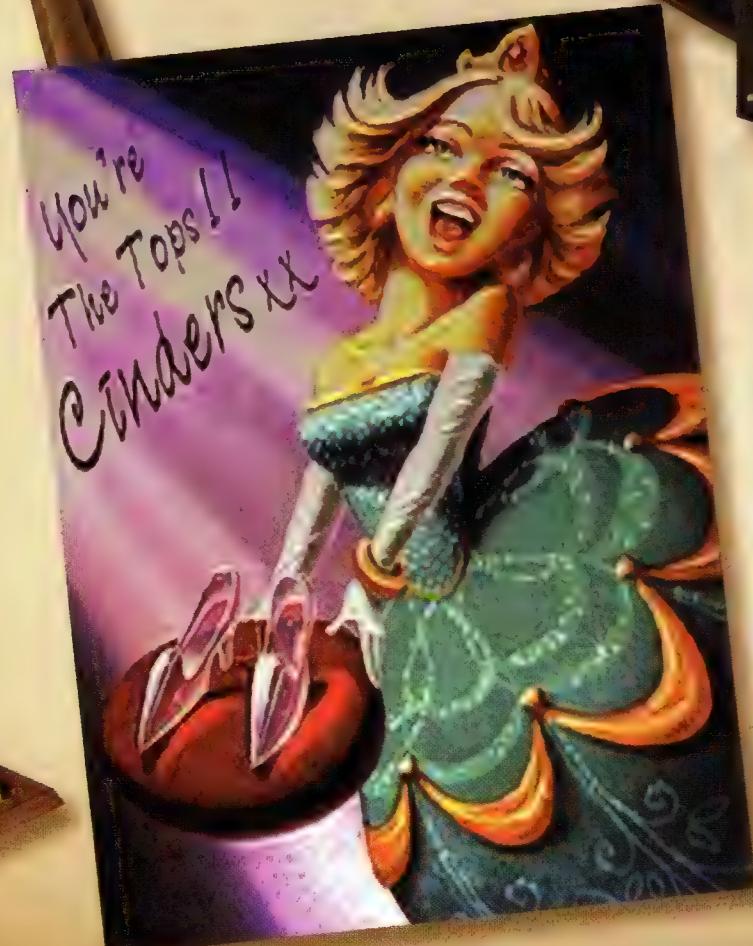
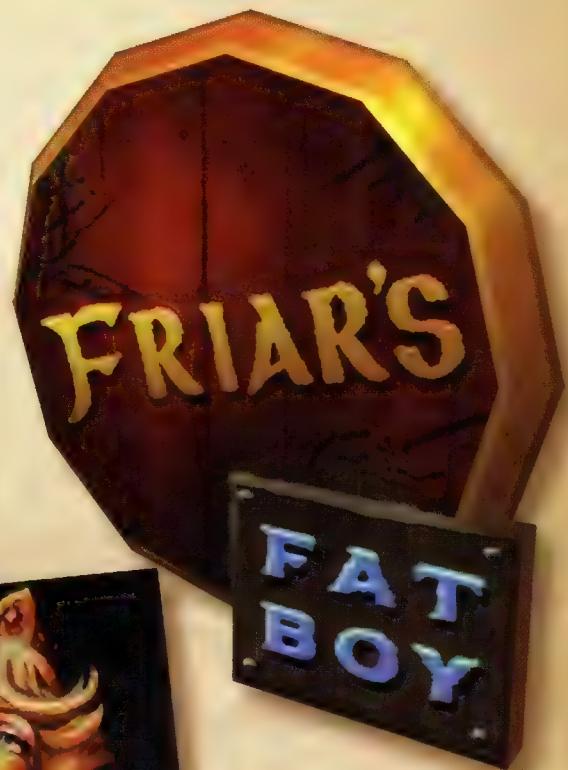
Select "?????" from the Contents menu to view or enter the unlocked Bonus games*.

BASICS
WALKTHROUGH
BONUS FEATURES
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EVEALING SECRETS
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IMAGE GALLERY

Here are some sights from Far Far Away that are worth a closer look!



BASICS
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SNAPSHOT ALBUM
REVEALING GEMS
UNLOCKED
SHREK 2 DC





CHEESE?

WELCOME
TO
FAR FAR
AWAY

Flute
Sale!

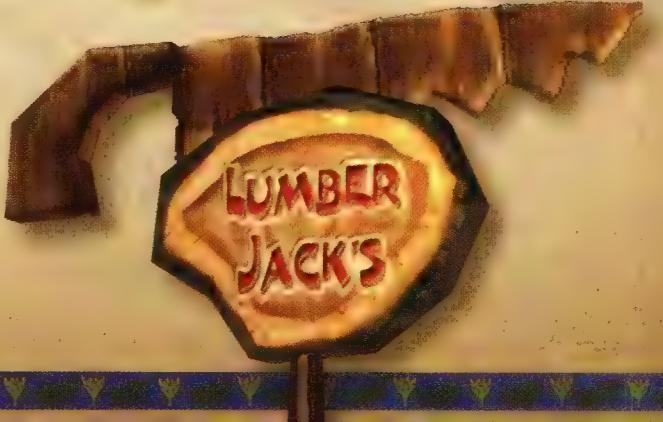


11
11
11

Don't Feed
the FISH



BASIC
WALKTHROUGH
BONUSES/FEATURES
SNAPSHOT ALBUM
REVEALING SECRETS
SHREK 2 PC





GAME BASICS

CONTROLS

Command	Key
Forward	W or Up Arrow
Backward	S or Down Arrow
Strafe Right	D
Strafe Left	A
Turn Right	Right Arrow
Turn Left	Left Arrow
Jump	Right Mouse Button or Ctrl
Skip Cut-scene	Space Bar
Potion Menu	Space Bar
Use Potion	Numbers 1-9
Attack	Left Mouse Button or Enter
Left Mouse Button	Activate Switch

ITEMS & FEATURES

GOLD COINS

Each Gold Coin is worth one credit. Collect as many as you can to purchase potions from the Fairy Godmother Drive Through. You can discover Gold Coins in many different ways: by defeating enemies; in red money satchels, barrels, or crates; and just lying around in plain sight.



HERO BARS



Hero Bars are the treats of champions. Eat one of these to replenish some lost health. These items can also be found inside wooden Hero Bar crates and from slain enemies.

FOUR LEAF CLOVERS



These weeds are few and far between. If you are adventurous enough to find a Four Leaf Clover, it increases your maximum health capacity!

FARQUAAD PUNCHING BAGS

If you ever see that lousy, good for nothing Farquaad face on a punching bag, let 'em have it! Punch it off the rope and it will give Gold Coins or release chickens.



BARRELS & CRATES

There are a few different types of barrels and crates out in the game. Some have "?" on them (these are good); others have explosive symbols on them (these are bad)! The yellow ones with question marks on them contain either Gold Coins or Hero Bars! Just don't punch the orange barrels; these explode in your face and drain some health.



PUMPKIN BOMBS

Pick the pumpkins up with the left mouse button, then tap the button again to toss the bomb before it explodes in your face. Use these to defeat enemies, detonate toxic toadstools, set off bear traps, and bring down barricades.



FLAT TOP MUSHROOMS



Jump on Flat Top Mushrooms when they are green, not red. The red ones bounce you backwards. You can stand on the green variety with no adverse effects. Step off a green one as it begins to jiggle; this is when it's about to change to red.

BOUNCE PLATFORMS & HAYSTACKS



Look for yellow lily pads, yellow leaves, white tree fungus, and spider webs. They can all be used to spring your character from one place to the next. Landing a jump from a bounce platform never harms you, but

when jumping down from high areas, always be on the look out for a pile of hay to cushion your fall.

ROY THE SAVE FAIRY

This unusual little fairy is usually spotted just before difficult challenges or just after completing one. When approached, Roy the Save Fairy saves your progress. Don't pass him up!



MOVES

Every character in the game (Shrek™, Donkey, and Puss in Boots™) has five basic attacks. These are detailed below.

SINGLE ATTACK

To perform a regular punch (Shrek), Sword Swing (Puss in Boots or Shrek when he's human), or head butt (Donkey), press the left mouse button once.



DOUBLE ATTACK

To perform a double attack, click left mouse button twice. This is usually the same attack as the single, but with a backhand attack added on.



COMBO ATTACK

To perform a Combo Attack, click the left mouse button three times. The final hit is a finishing move that all characters can perform. It usually crushes the enemy (non-boss type). For example, after the third click, Shrek slams his fist on the ground, which eliminates enemies caught in its attack range.



JUMP ATTACK



Like the combo, all characters have a special jumping attack. Shrek's is a belly flop and Donkey's is a headfirst ground slam. Jump with the right mouse button, then click left

mouse button while directly over the enemy. The victim usually ends up resembling a pancake!

RUNNING ATTACK

When dealing with one or multiple enemies, a good running attack usually gets the fight started off on the right foot! To perform one, run toward your subject, then click the left mouse button just before making contact.



ENEMIES

PEASANTS

Usually frightened by the sight of an ogre, peasants aren't too aggressive and go down without much of a fight. They sometimes drop Gold Coins and Hero Bars.



BANDITS



The bandits look like peasants but with masks to hide their identity. They rob without blinking an eye. When they connect a punch, watch your wallet! Beat them up to take your money back. Sometimes you even get back more than they stole! Now who's the bandit?

SNAPDRAGONS

Leap over their flaming breath or punch the flower to take them out of the picture!



TREE GUARDIANS



The Tree Guardians throw acorns, squirrels, and cherry bombs at you when you step into their territory. Performing a combo attack on the trunk usually takes care of this wicked creature. Defeated Guardians produce four Gold Coins and Hero Bars.

KNIGHTS

These armored baddies appear in the last few levels. Some of them are rather tough to defeat. Consider using potions when facing more than one.* Any potion, no matter the effect on the enemy, will allow you to defeat them with just one hit! Once defeated, Gold Coins or Hero Bars may drop from their clanky armor.



HAZMAT ELVES



The Hazmat Elf is an employee at Fairy Godmother's castle. They bump into you with their jolly bellies, throw potions at you, and are even known to slide on their tummies like seals to bowl you over. Beat 'em up and you can usually find Gold Coins and sometimes Hero Bars.

SMALL ENEMIES

You encounter a host of small enemies on your adventure, including spiders, bats, rats, and squirrels. All of these creatures can harm you, if you let them. Choose to be one with nature and avoid battles with these critters; but if they get in your way, smite 'em!



FAIRY GODMOTHER DRIVE THROUGH

The Fairy Godmother Drive Through is a pink automated booth with Fairy Godmother herself, mounted right on top. It is here that you are able to spend your hard-earned Gold Coins on an assortment of magical potions. To purchase a potion, step up to the Fairy Godmother Drive Through, and press the left mouse button.



THE CHECKOUT MENU

The row of inventoried potions appears in the order in which you may select them, using the 1-9 keys of your keyboard. The white box under each potion displays how many of that particular potion you already own. The white box between the third and fourth potion displays the amount of money you have. All the potions below this inventory bar are selectable as long as you have money. Each time you click, you make a purchase. When you're done, click on the "Checkout" box to leave the menu.



POTIONS

KA-POW EXTRA STRENGTH POTION

Keyboard Select:	Number 1
Cost:	30 Gold Coins
Usage:	Self-enhancement
Details:	This potion temporarily raises your attack power. Shrek's punches are more powerful, as he wears boxing gloves on his hands. Donkey wears them on his head, while Puss in Boots wears something completely different—bear-claw gloves. Human Shrek gets a super sword with lightning attacks.



FROG NOG SUPREME

Keyboard Select:	Number 2
Cost:	45 Gold Coins
Usage:	Weapon
Details:	Turns all enemies in the affected area into frogs. Use this temporary condition to your advantage by performing jumping attacks to flatten the froggies!



SEE ME NOT INVISIBILITY CREAM

Keyboard Select:	Number 3
Cost:	40 Gold Coins
Usage:	Self-enhancement
Details:	Causes temporary invisibility. Use this potion to sneak through enemy territory without detection. Attacking the enemy while invisible catches them off guard and makes them much easier to defeat!



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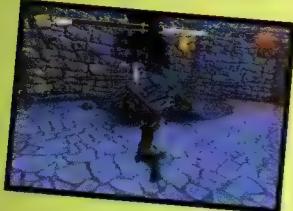
40 WINKS SLEEPING GAS

Keyboard Select: Number 4

Cost: 45 Gold Coins

Usage: Weapon

Details: Puts all enemies in the affected area to sleep. Sneak past the enemy undetected or take the opportunity to easily strike them down.



BO NOXIOUS STINK POTION

Keyboard Select: Number 5

Cost: 45 Gold Coins

Usage: Weapon

Details: Throw this stink bomb and all enemies in the area reel from the smell! Sneak by or knock them to the ground while they hold their noses!



WEE ME SHRINK DRINK

Keyboard Select: Number 6

Cost: 35 Gold Coins

Usage: Self-enhancement

Details: This potion shrinks you down to the size of a mouse. Allows you to sneak through small holes and find secret rooms. You cannot attack or jump while tiny. Once inside secret rooms, the effect is permanent. Once out, however, you eventually return to normal size. Being small also allows you to pass by enemies undetected.



ITSY BITSY DUST

Keyboard Select: Number 7

Cost: 45 Gold Coins

Usage: Weapon

Details: This potion is just like Wee Me Shrink Drink, but it affects the enemy, not you. Enemies will not attack as they try to figure out just what has happened to them. You can easily defeat foes that are mouse size.



FLASH FREEZE FROSTY FLAKES

Keyboard Select: Number 8

Cost: 45 Gold Coins

Usage: Weapon

Details: Freeze any nearby enemies solid as an ice block. Flee the area or shatter the frozen enemy into a thousand little ice cubes!



SWEETEST DELIGHTS LOVE POTION

Keyboard Select: Number 9

Cost: 45 Gold Coins

Usage: Weapon of Love

Details: Make all the enemies fall in love with you. Hearts bubble from the enemies, as they are suddenly attracted to you. War is the last thing on their minds. Run or strike them down. One hit will do them in—and they'll love you no matter what you do!



WANTED POSTERS

There are 12 Wanted Posters pinned up in concealed areas in the lands between Shrek's Swamp and Far Far Away. When you collect the third, sixth, ninth, and twelfth Wanted Posters, you immediately enter a bonus level. When the timed bonus level is complete, you are returned to the location where you found the Wanted Poster. Collecting all the Wanted Posters allows you to visit the bonus level four times, and nothing more.



WANTED POSTER LOCATIONS

Poster	Level	Character	Location	
	Pied Piper	Shrek's Swamp	Shrek	End of level.
	Rumplestiltskin	Carriage	Shrek	Behind wooden fence in the woods.
	The Giant	The Hunt Part II	Donkey	On back of outhouse.
	Georgie Porgie	The Hunt Part IV	Shrek	In the secret mine.
	Knave of Hearts	Fairy Godmother's Office Part I	Puss in Boots	On the refrigerator in break room.
	Big Bad Wolf	Fairy Godmother's Office Part II	Donkey	In Fairy Godmother Drive Through room by Potion Lab.
	Goldilocks	Hamlet Part I	Shrek	Peasant village, behind house near the Save Fairy.
	Farmer's Wife	Hamlet Part II	Shrek	On the wall, on the other side of the gate that unlocks when you defeat all the bandits.
	Chicken Little	Prison Part II	Donkey	Highest tier in prison chamber (before the platform chamber), reached by bouncing on spider web.
	Pinocchio	Prison Part III	Puss in Boots	Under the ledge at the bottom of the first climbable pipe.
	Humpty Dumpty	Fairy Godmother Final Battle	Shrek	Inside left guardroom, just before Fairy Godmother battle, beyond the first bridge.
	The Hare	Prison Part IV	Shrek	Behind Coin Crates on the wall under the stairs, on the first level

BONUS LEVELS

JACK'S FARM

For every three Wanted Posters collected, you are sent to Jack's Farm. This is a timed bonus level where you try to collect as many Gold Coins and Hero Bars as possible in the time allotted. Each bonus level is the same; only the time of day and weather conditions change each time you enter.



The red bar at the top of the screen (near the clock icon) drains as time ticks away. If you perish before the time runs out, you still retain the Gold Coins you collected.



Run around and collect as many of the Gold Coins on the ground around the beanstalk, but don't go out of your way to pursue distant ones. Instead, begin jumping from the haystacks to the leaf, and then to the top of the small house next to the beanstalk. Grab the bag of Gold Coins from the end of the rooftop. Begin double jumping from leaf to bouncy leaf to pathway-like vine, and so on, until you reach the top of the stalk. Along the way, you will collect tons of Gold Coins and Hero Bars! Climb as high as you can to reach the end where you automatically enter the previous level.



The character you are playing as usually determines how successful you are in the bonus level. Donkey's low jumping ability makes for a difficult challenge. That is, until he becomes a steed! Good luck!



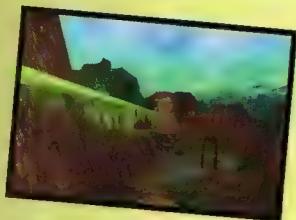
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WALKTHROUGH

SHREK'S SWAMP

Use the lily pads to cross the water more quickly; water really slows you down.



Climb the stumps and double jump to reach the vine. Shimmy across to reach the dilapidated bridge.



Perform double jumps to overcome the gaps in the bridge. The easiest way to double jump is to quickly click the right mouse button twice, instead of waiting for the height of your jump to click the second time.



Use the yellow lily pad to launch yourself over the briars and to the far end of the pond.



Punch through the boards blocking the path and find the Energy Bar before the next pond.



Use the yellow lily pad in the water to reach the other side of the pond. Find Roy, the Save Fairy, near the stump beside the lever. Approach him and he saves your progress.

Pull the lever on the highest stump to extend the missing section of the bridge.



Follow the bridge to the ledge and punch through the boards to reach the **FOUR LEAF CLOVER**. This increases your health capacity.



Jump down from the Four Leaf Clover ledge and find the Fairy Godmother Drive Through on the next path.



When you have enough Gold Coins, you can purchase fight-enhancing potions from this device (see the PC Game Basics section of this guide for details).

Wanted Poster: Pied Piper

The first **WANTED POSTER** (featuring **PIED PIPER**) is at the top of the stumps, just past the Fairy Godmother Drive Through. The level ends successfully after you rip the poster down.



CARRIAGE HIJACK

Listen to Donkey's instructions as he explains how to perform double and combo punches. Use these skills against the bandits. They steal Gold Coins when they hit you. Defeat them to reclaim your precious change, in addition to any more they may be carrying.



After eliminating the first few bandits, seven more appear and begin tossing the carriage wheel around. To get the wheel back from the bandits, Shrek must punch them while they are holding it.

Before reclaiming carriage wheel, find the hidden Gold Coins at the end of the large fallen tree in the forest. The more coins you find, the more potions you can purchase. There's also a bunch of Gold Coins on the plateau behind the carriage!



Wanted Poster: Rumplestiltskin



Walk into the forest, turn left, and look on the back of the wooden fence. The **RUMPLESTILTSKIN WANTED POSTER** is on the left end of the fence, near the tree.



Pick up the dropped wheel (left mouse button) and carry it to the carriage. Walk through the Energy Bar crate to restore your health.



Use combo punches to break through the felled trees blocking the road. The mission ends successfully when the carriage can resume its journey along the road.

THE HUNT

PART 1: DONKEY'S ADVENTURE

King Harold takes Shrek™ on a hunting trip and Donkey tags along—he's suspicious of the king's intentions. Shrek and Donkey split up to find the king somewhere in the woods.



As Donkey, use the explosive pumpkins to destroy the toxic mushrooms blocking the pathway.



In the area beyond the tree trunk tunnel, use the bouncy tree fungus on the right to reach the high ledge on the left.



Defeat the peasant on the ledge, then kick the wooden stake with the horseshoe symbol on it and the bridge lowers. Jump into the bail of hay below the ledge to break your fall.



Wanted Poster: The Giant

Defeat the Peasants across the bridge. Locate **THE GIANT'S WANTED POSTER** nailed to the backside of the outhouse (next to the small house on the right). After collecting three Wanted Posters, you enter a bonus level—check out the *PC Game Basics* section of this guide for details.



Jump on the bouncy spider web in the tree stump to reach the high ledge at the end of the pathway. Use the bouncy fungus to reach the log jutting out of the next ledge.



Jump on the bouncy spider web near the sealed tree door (just past Roy the Save Fairy, who's on the haystack). This drops you on the tree limbs where the door switch is located.



Kick the horseshoe switch to open the door near the bouncy spider web. Jump down into the haystack below to break your fall, then exit through the opened door.

PART II: DONKEY'S ADVENTURE

Perform a couple combos on the Tree Guardian to the left.



Follow the path behind the Tree Guardian and kick the horseshoe switch. A large boulder begins to swing and rip through the scenery backdrop.



Double jump over the briars beyond the backdrop. Avoid the swinging boulder by walking on the right side of the pathway.



Defeat the pair of Tree Guardians and kick the two horseshoe stakes hidden behind each one to lower a log bridge.



Time your passage across the log bridge to avoid the swinging boulder, then kick the barricaded gate to gain entry to Peasantville.



Peasantville



Defeat all the Peasants in the area. Watch out for the ones throwing explosive pumpkins from the small barrels. If you destroy the barrels, the Peasants will run away.



Walk through the hole in the tree to reach the bouncy fungus. Jump on it to spring across the gully.



Kick the horseshoe switch to open the tree door. Grab the bag of Gold Coins and kick the peasant hiding in the tree. The next area of the forest is accessible through this doorway.

PART III: DONKEY'S ADVENTURE

Perform a double jump over the flaming Snapdragons or attack the flowers to take them out of the picture.



Throw explosive pumpkins at the toxic toadstools blocking the trail.



Find a hidden **FOUR LEAF CLOVER** behind the outhouse near the house on the plateau (near the Fairy Godmother Drive Through).



Attack the peasant in the small camp and use the bouncy spider web to reach the upper ledge.



Kick the horseshoe switch on the tree to the left to open the next tree doorway. Pass through to reach the final Part in this level.



Use single jumps to leap across the tree limbs, collecting Gold Coins and an Energy Bar. This also allows you to reach the doorway to the next area.



Defeat the Peasants guarding the tree door puzzle.



Notice the three wooden wheels that prevent you from passing through the tree. Kick the left horseshoe switch twice and the right horseshoe switch three times to create a clearing through the tree.



Defeat the Tree Guardians for Gold Coins and possibly an Energy Bar!



Eliminate the peasant, then leap over the logs and the Snapdragons' flames.



Instead of running along the center of the path where the logs can harm you, try strafing left and right to avoid the swinging logs and any possibility of damage.



PART IV: DONKEY AND SHREK ADVENTURE

Donkey



Take a right at the end of the path and follow the sign to the free food.



Double jump over the toad stools and enter the next area through the large hole in the tree. Shrek appears and has to save his little pal after Donkey gets caught in the trap.

Shrek



As Shrek, defeat the four Peasants, then perform some combos on the rock tied to the rope. When only rubble remains, Donkey is rescued.



Return to the free food signs at the fork in the road and jump on the yellow leaf sticking out of the tree to the left of the signs.



The bouncy leaf sends Shrek flying into the air. He latches onto a vine high above the pond. Shimmy to the left and drop down on top of the ledge on the opposite side of the pond.



Teeter-Totter Puzzle

Use the next yellow bouncy leaf to reach a high limb. Walk to the end of the coin-lined limb and punch the tree switch. This drops a boulder on the teeter-totter, sending Donkey flying through the air and up to the ledge.



New Pathway

Attack or jump over the fiery Snapdragons, avoid the bear traps, and defeat the Peasants along the next trail. Jump over the bear traps or throw pumpkins at them.



Defeat the Peasants in the next camp. Throw an explosive pumpkin at the vine in front of the giant pumpkin, then combo punch the orange gourd to defeat it and continue along the path.



Jump down from the high limb into the hay below. Pass through the tree at the end of the pathway.



Use the explosive pumpkins to rid the ground of bear traps and to put the hurt on Tree Guardians.



Jump to the top of the ledge to the right (before reaching large pumpkin). This ledge has many Gold Coins and a Fairy Godmother Drive Through!

To get beyond the large pumpkin mentioned earlier, throw explosive pumpkins at it until it and the vines around it are destroyed. Use the pumpkins found around the bear traps. Beat up the Snapdragons to reach the Flat Top Mushrooms.



Jump on the Flat Top Mushrooms when they turn green (if you bounce on them when they're red, you just bounce back the way you came).



Defeat the Peasants near the second patch of Flat Top Mushrooms, then break through the wooden fence to the left to find a secret mine.



SECRET MINE



Break through the boards blocking the mine entrance, then punch the boards on the wall to the right. Pull the switch inside the nook to open the hallway gate.

Wanted Poster: Georgie Porgie

Break the crates and collect the Gold Coins in the backroom. Find the **GEORGIE PORGIE WANTED POSTER** on the hallway wall.



Flat Top Mushrooms

Exit the mine and jump across the next patch of Flat Top Mushrooms. Jump on them as they turn yellow, then step off when they begin to shake—this indicates that they are starting to change back to red.



PUSS IN BOOTS™ BATTLE

Donkey and Shrek run into Puss in Boots at the end of the trail. He has orders from the King to do away with Shrek! This cat is very quick, so it's impossible to hit him when he jumps into the ring with you. Simply step back and avoid his jumping assault. It's best to stand close to the ring of stakes and near the stump where Puss in Boots is perched.



No Potions!

Potions are not allowed during boss battles!

When Puss in Boots leaps straight up in the air, side step to avoid his jumping attack. Punch the ground near the stakes when he leaps off the stump and runs to the next stump. The quaking ground damages Puss in Boots! Indeed, this is the *only* way to damage the kitty. Continue to avoid his attacks while pounding the ground each time he travels from one stump to the next. Defeat him in battle and he joins your party!



Fairy Godmother's Office

When Shrek meets Fairy Godmother to ask for his Happily Ever After, she says, "Ogres don't get any Happily Ever Afters!" The team is now on a quest to steal a Happily Ever After Potion from Fairy Godmother's facility.



PART 1: PUSS IN BOOTS

Fairy Godmother Drive Through Chamber

The lever to the left opens a nearby metal door. Inside this room you can find a Fairy Godmother Drive Through, some Gold Coins, and a few Energy Bars.



Defeat the Hazmat Elf inside and use the crates to reach the top of the bookshelf. Jump from the bookshelf to the top of the rafters. Reach the switch on the wall at the end of the left rafter. The switch raises the platform, allowing you to grab the Energy Bars.

Potion Lab

Climb the pipe near the furnace in the back corner of the lab (find the brown pipe with the Up arrows on it).



Jump to the next platform and climb a pipe to another platform. Pull the switch to raise a large case away from a high platform suspended in the middle of the room.



Jump from the switch platform to the left wall, then grab onto the pipe. Shimmy to the left and drop onto the next platform.



Jump from the end of the next platform to the smaller and lower platform jutting from the left wall. Travel through the ventilation duct.



Use the suspended platforms to reach the wooden platform on the opposite side of the room. You discover another switch there. Avoid the flames and pull the switch to raise the obstruction from the next platform.



Fiery Corridor



Use the upper catwalks to get to the other side of the room and avoid the fire below. Slash the vent cover and enter the duct at the end of the upper catwalks. Continue into the locker room.

Locker Room

Jump down to the floor and defeat the Hazmat Elves. You can break into the single lockers to collect Gold Coins. Climb the pipe on the opposite end of the room to access the platform above.



Pull the switch and a platform moves closer to you. Jump to the platform and ride it toward the next one. Jump to the second platform and then to the small platform on the right. Enter the next duct. If you miss any of the jumps, pull the lever again to set the platforms back in motion.



Secret Treasure Room

If you ride the second catwalk to its original position while facing the back wall, you'll notice a poster with a rip down the center. Jump through the tear to enter a hidden tunnel. Use the Wee Me Shrink Drink Potion to sneak under the barricade. Run around the treasure room, collecting all the Gold Coins and Energy Bars.



Laser Corridor

Jump off the catwalk and land in the middle of the laser beams below. Run beneath the lasers as they move upward.



In the next hallway, move under the lasers when they are high, and hug a wall to walk beneath the angled lasers.



There's a T-intersection at the end of the hallway. To the left is a room with Gold Coins and an Energy Bar on some upper catwalks. Use the crates to reach the catwalks.

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A stack of crates and a climbable pipe are to the right (in the T-intersecting hallway). Use the pipe to reach the catwalks, then pull the switch on the wall to move your catwalk past the corner. Jump to the next ledge and enter the duct.



Laser Corridor 2

Run past the lasers in the dark corridor and defeat the potion-throwing Hazmat Elf at the end of the next hall.



Break Room

Jump from the break room catwalk to the floor and defeat the Hazmat Elves. Climb the crates in the corner to reach the switch that lowers a catwalk in the opposite corner.



FMG Drive Through Room

A Fairy Godmother Drive Through room is at the T-intersection. Inside you'll find a Hazmat Elf, the Fairy Godmother Drive Through, a wall switch, and Coin Crates. Pull the switch to lower the catwalk. Defeat the Hazmat Elf, then jump to the catwalk and pull the switch. This lowers a bag of money on another platform. Jump to the loot and leave the room.



Wanted Poster: Knave of Hearts

Jump down to the floor and find the **KNAVE OF HEARTS WANTED POSTER** on the refrigerator door.



A couple of Hazmat Elves are guarding a sealed door at the opposite end of the corridor from the Fairy Godmother Drive Through room. Defeat them, then pull the door lever and enter the next room.

Jump from the table to the lowered catwalk, and then again to the corner platform.



Happily Ever After Potion Room

Roy the Save Fairy is inside the Potion Room. Begin double jumping from the stack of crates to the potion shelf ledges to locate the first switch (follow the Gold Coins).



Shimmy across the horizontal pipe to the last platform and pull the switch. This lowers a series of catwalks that allow you to reach the next duct.



Pull the switch and the platform below moves. Ride the platform, then pull the second switch to lower the catwalks from the ceiling.





Jump to these catwalks to reach a small wooden plank sticking out of a potion shelf. Jump across the next two catwalks to reach the **HAPPILY EVER AFTER** potion on the final wooden plank.

PART II: DONKEY'S ESCAPE

Puss in Boots grabs the potion, then he and Shrek become separated from Donkey. Now Donkey must head back through the rooms that Puss in Boots just explored.



All the Coin Crates have regenerated, so break them open again on your way back for more Gold Coin goodness!

Laser Corridor 2

Avoid the lasers and flames in the corridor, just like you did with Puss in Boots. Defeat the Hazmat Elves and take advantage of the Fairy Godmother Drive Through. There's a Save Fairy at the end of the laser corridor.



Locker Room

Rush through the locker room, defeating elves and finding the Gold Coins in the same lockers as before. Defeat the potion-tossing Hazmat Elf at the end of the next laser corridor to open the door to the Potion Lab.



Potion Lab

As you enter the Potion Lab, Roy the Save Fairy is seen floating near the exit. However, you have to get through the Hazmat Elves to reach that exit.



Wanted Poster: Big Bad Wolf

Defeat the elves and gather Energy Bars in the connecting Fairy Godmother Drive Through room. Turn to find the **BIG BAD WOLF WANTED POSTER** on the partial wall next to the potion shelf.



Run through the doorway behind the Save Fairy.



Stairway of Fire

Run up the stairs and avoid the rising toxic chemicals. Defeat or run past the Hazmat Elves. When you reach the top of the steps, Shrek and Puss in Boots show you an exit through a window. This ends the level.



Peasant Village

Run around to the front of the homes and pulverize the bandits. Pull the three levers to lower the bars in the hollowed-out tree—this allows access to the next yard.



HAMLET

PART 1: THE VILLAGE

Puss in Boots convinces Shrek and Donkey to test the Happily Ever After potion. Unfortunately, nothing happens... yet.



Purchase Potions from the Fairy Godmother Drive Through, then cross the covered bridge.



First Yard

Defeat the bandits in the first yard to open the gate to the next yard. Collect the Gold Coins around the first house before entering the cliff trail.



Bandit Ambush

Defeat the bandits that come at you from all directions as you leave the village, then double jump over the flames or destroy the Snapdragons. Watch out for the bear traps on the ground in this area!



The Cliff

Head up the cliff trail and defeat the Peasants. Break through the barricaded opening in the cobblestone wall. Jump from the edge of the cliff into the pile of hay below.



Second Village

Defeat the Peasants to open the gate to the next village. Once inside, pull the lever behind the tree in front of the pink house. This opens the doorway to the sealed Mine entrance.



Spring to the nearby tree using the bouncy yellow leaf. Follow the Gold Coin trail along the rooftop to a Save Fairy, and then to a tree platform with another lever. Pull the lever to open the gate on "The Hill."



Enter The Hill area, then jump into the well to access the Mine tunnels.



PART II: THE MINES

Mine Level 1

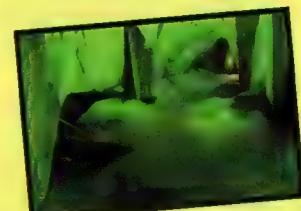
At the end of the first tunnel, turn left at the T-intersection and hop down to a lower pathway. Beware of spiders and bats in this level! The gates to the right and left of the T-intersection can be opened later. Continue into the next tunnel.



Run past the large, moving drills. Defeat the bats and spiders in the next cavern while following the Gold Coin trail to the right. The bridge is out, so double jump over the large hiatus.



Smash through the board in the next tunnel, then pull the lever in the corner to open the door at the end of the treacherous corridor ahead. Leap over the moving spiked drills as they move below the floor.



Break the board at the end of the corridor to enter the green-lit cavern.

Break the next board to enter the tunnel with the mine cart rails. Follow the Gold Coins to the end. The open room that's visible to the right will have to wait for later.



Enter the next short hallway, then step into the elevator shaft on the left.



Mine Level 2

On the second level, exit the lift before it returns below. Proceed through the stone corridor with the spider at the end. Defeat the spider and drop down to through the hole in the floor. Pull the lever in the small room below to open the next room.



Mine Level 1 (second time)

There's a "Fairy Godmother" Drive Through inside. Pull the lever in this room to open the next two gates (the locked gates mentioned at the beginning of the level).



Enter the next tunnel on the right, then follow it back to the elevator and ride it to the second level once again.



Mine Level 2 (second time)

Enter the crystal cavern and defeat the spiders and bats. Find the **FOUR LEAF CLOVER** above Sleeping Beauty in the back of the room. Break through the barricade on the right side of the cavern and enter the next tunnel.



Leap over the drills when they're under the floor and run around those moving from side to side. Enter the lift at the end of the corridor to be hoisted out of the Mine.

BANOIT VILLAGE

Defeat the bandits outside the mine while continuing along the path toward the Gingerbread House. Jump on the lily pads to cross the pond quickly.



Gingerbread House: Rat Infestation



Jump on the yellow lily pad to leap over the fence and into the Gingerbread House's yard.



Defeat all the rats in each yard to open the gate to the next. Repeat this pattern until you are in front of the house.

Bellowed!



Defeat the bandits along the coin-laden trail. At the scorched shanty, jump onto the bellow to blow the burnt structure over. Now you can pass through the wall where the hut used to be.



Jump down into the haystack below. Perform a belly flop (or a few regular jumps) on the bellow to blow the next house down. This creates yet another yard escape.



At the next house, jump onto the bellow to blow the tree over, which is currently standing next to the house. If you need health, use the bouncy yellow leaf to access the tree limb above—there's an Energy Bar up there!



Wanted Poster: Farmer's Wife

Jump up to the brick wall, and then again to the top of the house. Drop down through the chimney.



Bandit Camp



Exit the house and defeat the bandits, then continue along the trail to their camp. Defeat more bandits to unlock the next gate. After passing through the gate, turn around to find the **FARMER'S WIFE WANTED POSTER**.



Jump down from the bandit camp ledge into the haystack. Pull the lever near the drawbridge to lower it. Defeat the bandits crossing the bridge as you continue toward the small island.

Big Bandit Island

Defeat the Big Bandit to drop the gate, allowing you to catch up with your party at the barn and complete the level.



PRISON

PART I: PUSS IN BOOTS

As it turns out, the Happily Ever After potion worked after all. It transformed Shrek into a handsome prince, Donkey became his noble steed, and Princess Fiona turned into a beautiful princess. Fairy Godmother was furious and had the king arrest Shrek and Donkey.



Slash through the small grate shown in the opening cinematic. Access the upper cell area by scampering up the pipe at the end of the short tunnel. Pull the lever in a small alcove of the upper cell area. This frees Shrek and Donkey from their cell and begins a three-part escape adventure through the prison. In the story, each character makes their way through the prison at the same time along different routes. In real time, however, you control each character's adventure one after the other.



PART II: DONKEY'S BREAKOUT

As Donkey (steed), kick the horseshoe button on the wall inside the elevator alcove. You meet Roy the Save Fairy on the first tier of the large prison chamber.



Defeat the spider and use its web to bounce to the second tier.

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Leap over the large gaps in the ledge, then kick open the padlocked gate. Kick the horseshoe button in the back of the cage to lower a wooden ramp. Run along the ramp to reach the third tier.



Leap across the next breakaway platforms, then kick the horseshoe button to draw out the wall ledges below.



Double jump from the tops of the suspended cages to reach the fourth tier.



Jump to the second platform and kick the horseshoe button to draw out the platforms on the opposite wall.



WANTED POSTER: CHICKEN LITTLE

Defeat the spider on the fourth tier, then use its web to bounce to the fifth tier. Break into the cage on the fifth floor. It holds the **CHICKEN LITTLE WANTED POSTER**. Return to the third tier by slowly walking down the broken, descending ledge.



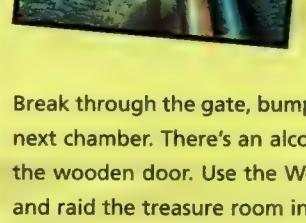
Use these platforms to return to the previous ledge, then turn and head back across the breakaway platforms you just crossed a minute ago. While on the second breakaway platform, quickly pivot to face the wall on the right, then double jump to the last platform on that wall. Jump from the platform, through the Gold Coins, and over to the bouncy web on the next ledge. You spring high in the air and land on a ledge at the top of the chamber.



PLATFORM CHAMBER



Begin jumping across the breakaway platforms to reach the next ledge.



Break through the gate, bump into the Save Fairy, and enter the next chamber. There's an alcove to the left with a small hole in the wooden door. Use the Wee Me Shrink Drink to fit under it and raid the treasure room in the back.



Defeat the knight on the ledge and kick the horseshoe button to draw out the next set of wall platforms. These stone platforms do not break away, so take your time jumping from one to the next. Defeat the knight on the next ledge.



Back in the main chamber, kick through the wooden grate near the stack of Coin Crates. Plant your hooves again on the horse-shoe button to open a large trap door that allows you to drop down through the floor and onto a bouncy spider web.



Run to the edge of the ledge overlooking the tops of the suspended cages. Jump down to the top of the cages, and then again to the lowest floor. You can use the bouncy web to reach the next ledge up and find more goodies. When you're done, break the wooden gate in the doorway on the bottom level to exit the chamber.



SHREK SIGHTING

Donkey encounters Shrek in the next chamber. He's on his jaunt through the prison! Double jump from ledge to ledge while avoiding the large swinging, spiked ball.



Defeat the knights in the next chamber, then head down to the hallway where the Save Fairy is located. Run through the hall to the next chamber and battle a couple of knights. Break through the wooden barricade and run to the bottom of the stairs, defeating knights and avoiding swinging logs along the way.



Leap to the narrow pathway in the spiked ball chasm. Avoid the swinging death balls and leap to the final hallway. Prepare for a fight with a fat knight at the end of the hallway.



FAT KNIGHT VS. DONKEY

The only thing standing between Donkey and the completion of this level is a large iron gate and a very fat and goofy knight. Attack him until he raises his sword and exposes his belly, then let him have it. Once you defeat this fat foe, the gate lowers and Donkey escapes from the prison!



PART III: PUSS IN BOOTS' DRAIN ESCAPE

While Shrek and Donkey are off on their trek through the prison, Puss in Boots has his own part in the escape plan.



Defeat the rats and jump to the small platform in the orange-lit chasm. Jump from the platform to the pipe under the original floor, then climb down to the level below.

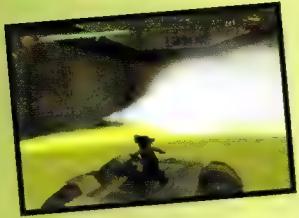
WANTED POSTER: PINOCCHIO

Defeat the rats at the bottom of the chasm to find the **PINOCCHIO WANTED POSTER** under the ledge below the climbable pipe.



SEWAGE PIPES

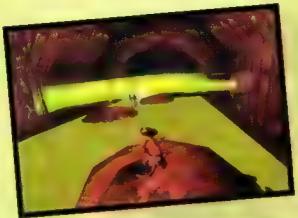
Take a right at the T-intersection in the drainage pipe. Look for a **FOUR LEAF CLOVER** on a raft floating in a pool of toxic sludge. Return to the pipes and follow the unexplored drain at the T-intersection.



Jump on the raft in the sludge chamber and ride it to a climbable pipe that's within jumping distance. Scale it to a large drainage pipe. Run through the short pipe to discover the main drainage channel.

MAIN DRAIN

Jump from one dirt mound to the next in the sludge, while avoiding the gasses and stopping only to grab Gold Coins from the side ledges (if you want to).



A Fairy Godmother Drive Through is located in the next tunnel, which has a step-like waterfall of sewage running through it. Use the steps to reach the next drainage tunnel (which is very similar to the last toxic drain).

SECOND SLUDGE CHANNEL

Use the left ledge to jump down to the second dirt mound in the sludge river. Again, avoid the gasses while jumping from mound to mound to reach the end of the drain.



SECRET ROOM

Jump up to the second ledge on the left, then use the Wee Me Shrink Drink and run under the hole in the bricked-up doorway. Raid the treasure room in the back and return to the sewer. Wait for the potion to wear off before attempting any more jumps!



On the last dirt mound, double jump up to the left ledge and enter the pipe on the top ledge at the end of the drain.

RISING SLUDGE CHASM

This drainage pipe leads to an upper ledge in the sludge-filled chasm—the same chasm where you found the Four Leaf Clover earlier. Pull the wall lever to make the sludge rise. Look over the edge of the ledge and locate the raft floating up toward you on the rising sludge. Jump onto the raft and ride it as the sludge reaches a hole with a climbable pipe through it. Jump to the pipe to reach the dark tunnels above.



SUB-FLOOR RAT CHAMBERS

Defeat the rats, collect Gold Coins, and continue through the tunnels via the connecting drain-pipes. In the third room, Shrek calls down through a grate in his floor. He comments on Puss in Boots' rank odor. Ignore the good-natured jab and jump onto the climbable pipe that leads down through a hole at the end of the third chamber.



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DRAINING SLUDGE CHAMBER

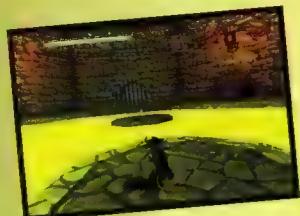
Land on the moving platform that stops near a wall lever. Pull the lever to drain the sludge from the room. Quickly jump to the nearby raft and ride it to the bottom of the chamber. Jump into the next drainage pipe and follow it to the next chamber.



Find and enter the next drainage pipe on the right ledge at the end of the channel.



MULTI-LEVEL SLUDGE CHAMBER



In the sludge-filled chamber, double jump from one platform to the next until you reach the drainpipe on the opposite side of the room.

SLUDGE CHANNELS

The drainpipe leads to another sludge channel that is very similar to previous ones. This time, however, you must jump to the mounds and then to the metal platforms that temporarily rise to the surface of the yellowy muck. Use the side ledges as often as possible while you make your way toward the end of the channel.



Run down the large stairs in the next tunnel. Continue down the watery steps, past the next Fairy Godmother Drive Through and Save Fairy, to reach another sludge channel.

This one is similar to the last; use the same techniques to cross the rising platforms and ultimately reach the end of the channel.



BATS AND RATS



Defeat or run past the bats and rats in the large chamber. Enter the pipe in the left wall, near the back corner of the room.



FAT KNIGHT VS. PUSS IN BOOTS

Puss in Boots is very quick on his feet, and can maneuver around the chubby foe with ease. Attack like a wildcat. Attack him until he raises his sword and exposes his belly, then let him have it.



When the knight is finished, the large double doors open and Shrek's challenge begins.

PART IV: SHREK'S PRISON BREAK

As Shrek (in human form), defeat all the knights on and around the stairs to raise the cage in the room at the top of the stairs.



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THREE-PIECE

Jump to the top of the platform below the cage, then insert your sword into the broken switch box. Activating this switch extends the bridge to the next area.



Jump from the bridge down to the top of the platform in the water to the left. Double jump from pillar to pillar until you reach the ledge at the end of the room. Once again, insert your sword into the broken switch on the corner platform to raise some tall pillars from the water. Defeat the spider on the ground, then jump on its web to bounce back to the previous bridge.



STAIRWELL CHAMBER



As you enter the stairwell chamber, grab the two Energy Bars behind the wooden barricade.

WANTED POSTER: THE HARE

Defeat the knights in the large room and begin breaking Coin Crates to uncover **THE HARE WANTED POSTER**.



Fight your way through the knights on the stairs to reach the top floor. Destroy the stack of Coin Crates to reveal a nook with a broken switch inside. Use your sword as a lever to open the next gate.



PILLAR JUMP

Assuming you've already raised the pillars mentioned previously, jump from the ledge at the top of the stairs, and then to the first pillar. Continue to double jump from pillar to pillar until you reach the next ledge.



Defeat the knights and make a purchase from the Fairy Godmother Drive Through. Climb the stairs and jump from cage to cage in the next room to reach two more knights guarding a caged lever.

CAGED LEVER

Defeat both of them to make the cage rise. Pull the lever to open the large double doors. Before you leave the room, look in the back corner for a stack of Coin Crates.



PUSS IN BOOTS ENCOUNTER

In the next chamber, you spot Puss in Boots through a grate in the floor (this is now Shrek's perspective of the encounter experienced earlier as Puss in Boots)! Avoid the searchlights in the room so you don't attract the guards.



Run to the end of the long corridor and break the boards from the alcove. Pull the lever in the alcove to open the nearby double doors. Enter the next corridor.



LOG SWINGING CORRIDOR

Hug either wall to easily sneak by the swinging logs without taking damage. Climb the stairs and the floor ahead crumbles and falls away. Take your time along the narrow path to avoid the swinging logs.



DONKEY ENCOUNTER



In the next corridor, Shrek spots Donkey. (Remember that when you were playing as Donkey?)

Avoid the searchlights to prevent the floor from sliding away. If the floor moves, you will fall and die. Pull the lever at the end of the corridor (beyond the Save Fairy) to open the large double doors on the left. Enter the new area.



Pull the lever near the large gate to open the large double doors beyond the locked gate. Break the crates along the right wall to reach the barricaded stairs. Break the boards and run down the stairs to the lower level.

RAT CELLAR

Slice through the rats as you run to the end of the hallway. Break down the boards and enter the treasure room. Take all of the Gold Coins and Energy Bars, then continue by breaking through the next barricaded doorway.



Slice through more rats as you run to the top of the next flight of stairs. Break through the boards to access the next hall.

THE STAIRS

Enter the Fairy Godmother Drive Through chamber and defeat the two knights standing guard. Dash down the stairs and eliminate the next pair of knights on the next landing.



Hug the right or left wall as you run down the next set of stairs to avoid the swinging logs. Defeat the knights on the lower landing, then find an Energy Bar behind the pile of Coin Crates in the corner.

CHASM OF DEATH



Jump from the bottom of the stairs to the raised pathway in the middle of the chasm. Run to the next section of pathway on the right while avoiding the large swinging spiky balls. Time your dash to the end of the pathway to avoid the two remaining swinging spiked balls. Leap from the path to the next corridor. Follow the corridor to the final battle with the fat knight.

FAT KNIGHT VS. SHREK

The fat knight is back! It's going to take big ol' Shrek to put this loser down for good. Unfortunately, potions are not permitted in this final showdown, but you won't really need any extra help to bury this guy. Shrek is much quicker with the sword. Attack him until he raises his sword and exposes his belly, then let him have it.



CASTLE SIEGE

Shrek rides on the shoulders of Giant Gingerbread Man as he breaks down the gates to the castle. You control the big cookie this time. Your mission: Get Shrek inside the castle to ultimately save Princess Fiona.



As Giant Gingerbread Man, you can uproot all the trees in the castle's courtyard and throw them around. You can also kick in all the tents scattered about to find Energy Bars; however, you're not likely to need them. Giant Gingerbread Man is one tough cookie. It's difficult to take enough damage—from tiny soldiers with their puny spears and weak milk barrel attacks—to even warrant an Energy Bar search.



Head for the back area of the courtyard and destroy the two doors where the knights emerge to prevent any more from entering the courtyard. Step on, kick, or punch the puny knights that remain.

LOWERING THE DRAWBRIDGE

Use the paddy wagon, trolley cars, and trees as projectiles to bring down the drawbridge beyond the next gate. Simply pick up the objects, walk over to the gate, then face the drawbridge and throw. Each tossed object lowers the bridge a little more until it's completely down.



MILK MOAT

Smash through the gate and quickly cross the drawbridge to enter the next courtyard across the milky moat. Milk is a cookie's worst nightmare!



CASTLE INFILTRATION



Break down the gate to the next courtyard and enter. Continue your assault by smashing the milk catapults.

Kick the doors where the knights exit, then kick in the barricaded castle entrance to complete the level.



FAIRY GODMOTHER BATTLE

The party infiltrates the castle and Shrek takes it from here. As Shrek, defeat the knights as you make your way toward the T-intersection in the hallway.



Both paths (left or right) at the T-intersection lead to the same place at the end of the circular hallway. Choose a direction, battle the knights, and then follow the red carpet into the next chamber where a Save Fairy is located.



WANTED POSTER: HUMPTY DUMPTY

Before you leave the room, look inside the guardroom on the left side. The **HUMPTY DUMPTY WANTED POSTER** is on the wall inside, near the bunk bed. Exit the room, run through the next hallway, and approach the double doors to enter the final battle to save Princess Fiona.



CHAMBER OF MANY DOORS

There are two switches and two doors on either side of the room in the red-carpeted chamber. Each lever opens a door at the opposite end of the room, which then releases a mob of knights. The knights are numerous, but they have very low HP. Charge through the line of opposition and take down the entire team with a few slashes of your sword. You can also use potions to make the battle more interesting. Pull both levers and defeat the two teams of knights. Investigate their rooms to find goodies.



SECRET PASSAGE

Destroy the Coin Crates along the *right* wall to uncover a switch box with a broken lever. Stick your sword in the switch to rotate the wall. This takes you to a secret room full of Gold Coins! Spend that booty on potions at the Fairy Godmother Drive Through, which is also located in this secret room. Pull the lever near the movable wall and ride the platform back to the previous room.



Once both levers in the chamber have been pulled, the large double doors open and a team of knights (twice the size of the

previous squad) charge and attack. Run through them, swinging your sword to swat them aside like paper dolls.



SHREK VS. FAIRY GODMOTHER

Fairy Godmother hovers above a stage in the back of the courtyard and throws spells at you. She has three spell attacks. One is a fireball, another is a plasma-like attack, and the final assault is a shape-shifting spell that can turn you into a frog, rat, or chicken. This attack cannot be blocked, but the others can. It's possible to detect the shape-shifting spell early by noticing the lightning bolts shooting from her wand.



Sidestep just as any spell is cast to avoid being hit, or hide behind the pillars and allow your cover to take the hit. However, even the pillars will crumble after multiple attacks.

To damage Fairy Godmother, swing your sword just as she throws a fire or plasma spell. You'll bat the spell back at her, temporarily paralyzing her. This is when you can dole out the damage.





STAGE I

There's only one way to damage Fairy Godmother. You must step up to the large food platter in the middle of the courtyard and press the left mouse button while facing her to toss food.



If at anytime you are turned into a critter, run through the small hole in the side of the stage and hang out below the stage until you return to human form. You can find a Hero Bar hidden under the stage, as well. Jump up on the piano and out the hole in the top of the stage to exit once you're back to your old self.

STAGE II

After depleting half of her health, knights are called to attack. Fairy Godmother moves away from the stage and hovers above the food platter. Defeat the knights while avoiding FMG's spells. The knights are good thing if you're low on health; defeating them produces Hero Bars.



Continue to dodge the shape-shifting spells, while batting the others back at Fairy Godmother to stun her. Run up to the food platter and toss the food at her. Repeat as long as necessary to defeat Fairy Godmother and to beat the game! Congratulations! Now kiss the ogre.





PUZZLES AND ACTIVITIES

NAME JUMBLE

Unscramble these six jumbles, one letter to each square, to form the names of some playable characters.

ERHKS

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IGB ABD LOFW

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NODYEK

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SECRET WORD

Tilt the book back and close one eye, then read the cryptic word. This secret Menu choice helps decode a cheat in the *Revealing Secrets* section of this guide!

Now arrange the circled letters to spell the secret word.
This secret Menu choice helps decode a cheat in the
Revealing Secrets section of this guide!

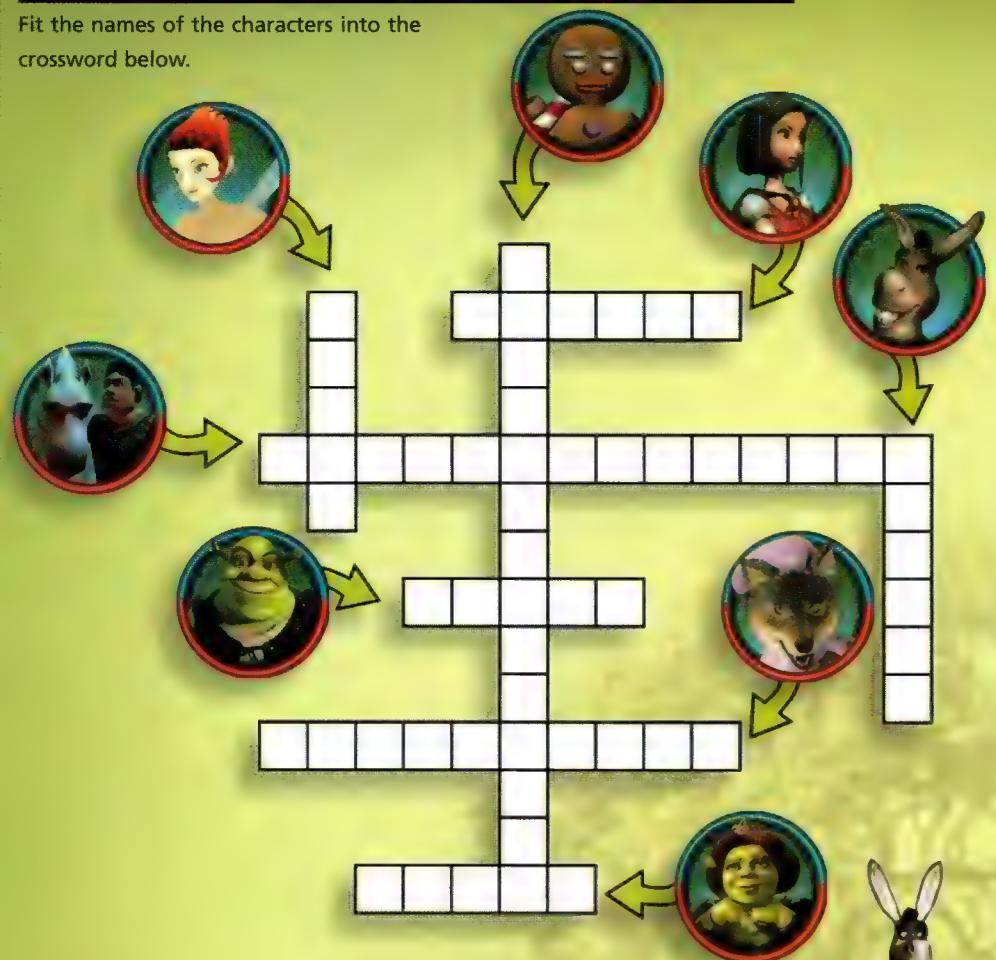
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Jumble Pg. 1 (top to bottom): Jumble Pg. 2: Scrabble book
Shrek Prince and Steed Fairy Puss in Boots Big Bad Wolf Donkey
Lil' Red Fairy Puss in Boots Big Bad Wolf Donkey
Jumble Pg. 1 (top to bottom): Jumble Pg. 2: Scrabble book
Shrek Prince and Steed Fairy Puss in Boots Big Bad Wolf Donkey
Lil' Red Fairy Puss in Boots Big Bad Wolf Donkey

CHARACTER CROSSWORD

Fit the names of the characters into the crossword below.



SPOOKY FOREST MAZE

Guide Donkey through the Spooky Forest to save Princess Fiona's runaway carriage, but stay away from the Wicked Witch!



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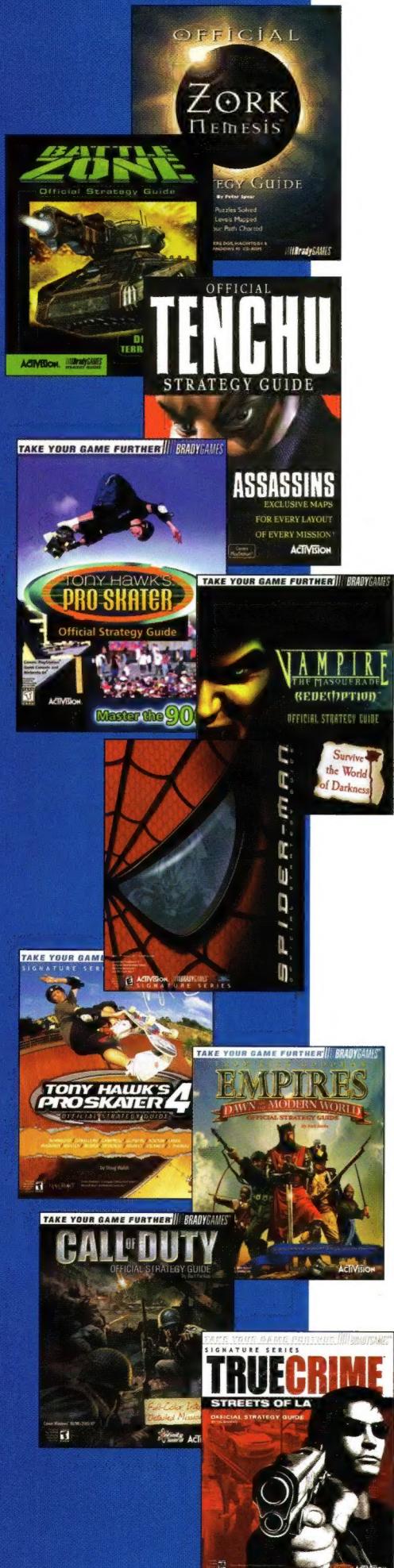
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TENTH ANNIVERSARY

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Hurl food at the King to score, but don't hit the Queen or Fiona! And look out for that drumstick!



POTION LABORATORY

Help Shrek catch the magic potions in Fairy Godmother's Lab.



JOURNEY TO FAR FAR AWAY

"Are we there yet?" Help Donkey collect apples on the journey to Far Far Away.

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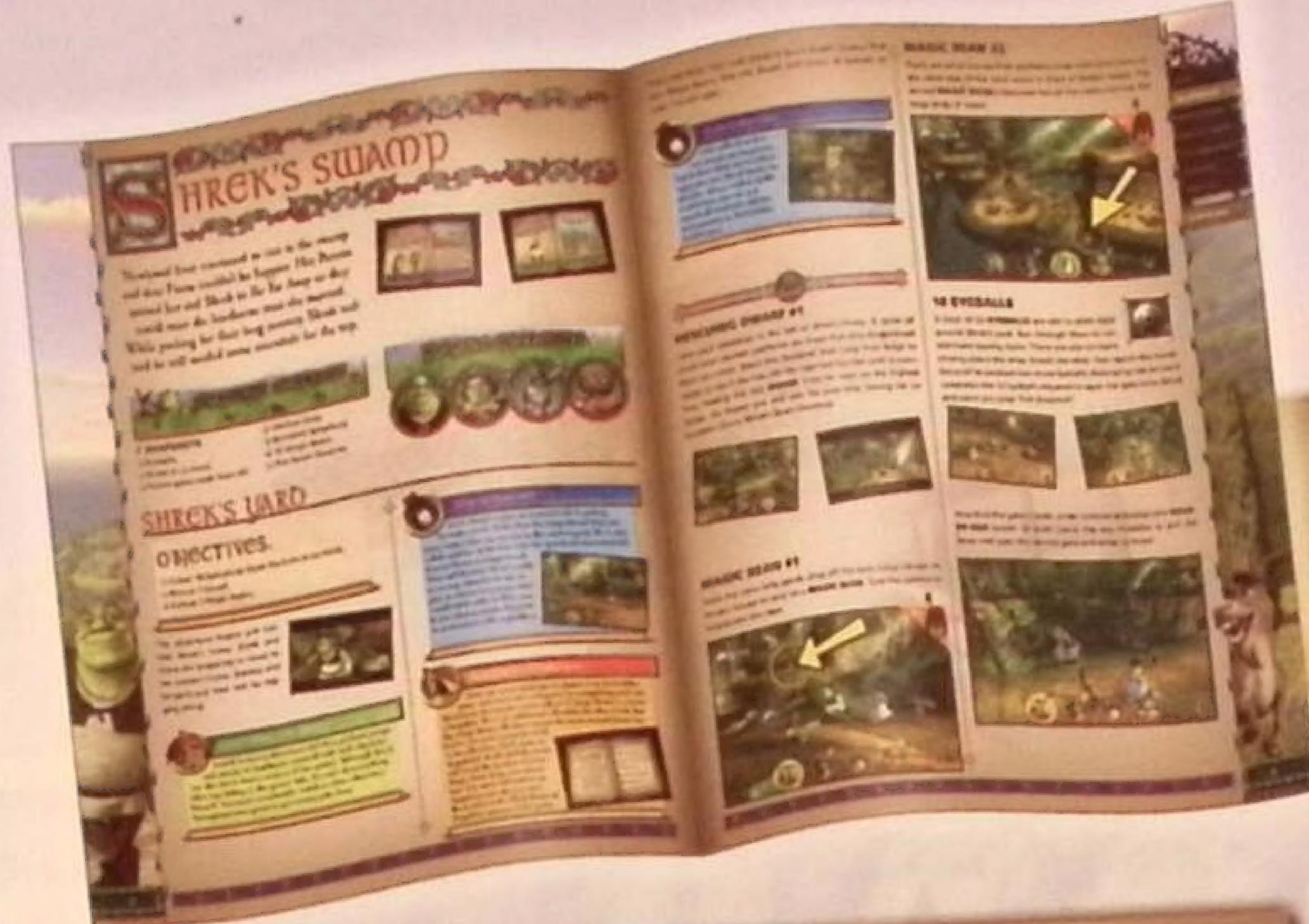
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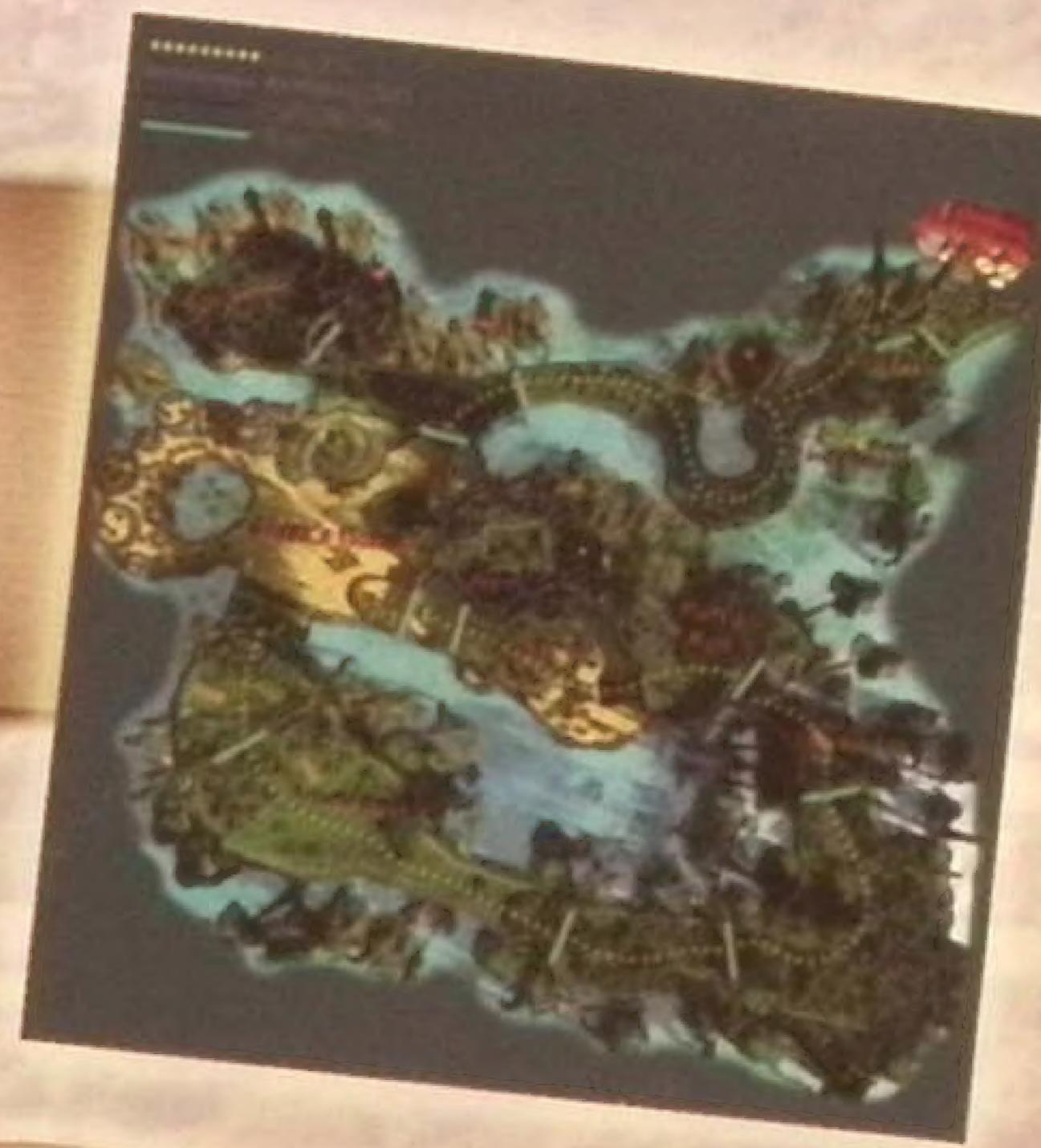


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